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CONTENT RATED BY ESRB

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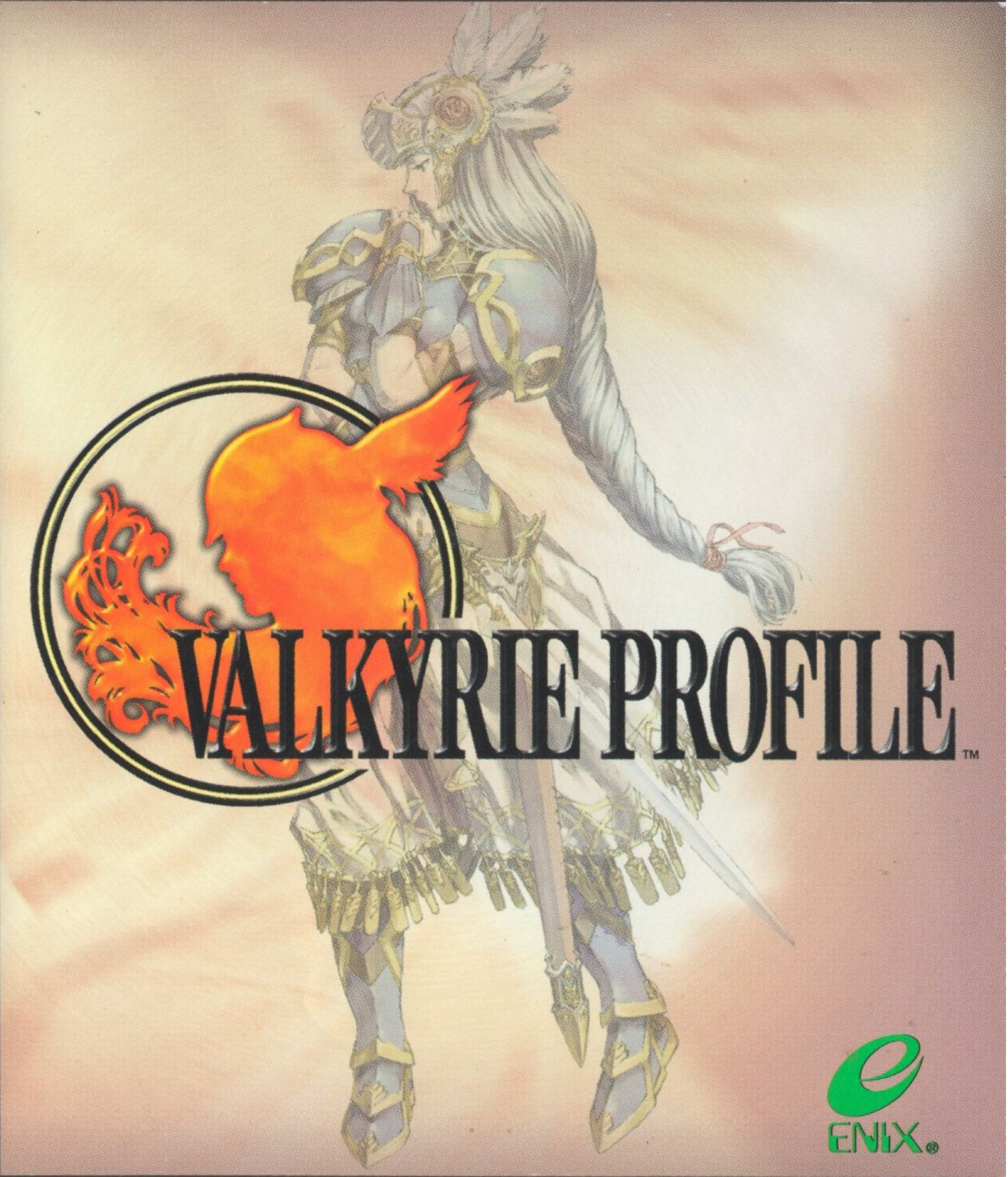

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Valkyrie Profile

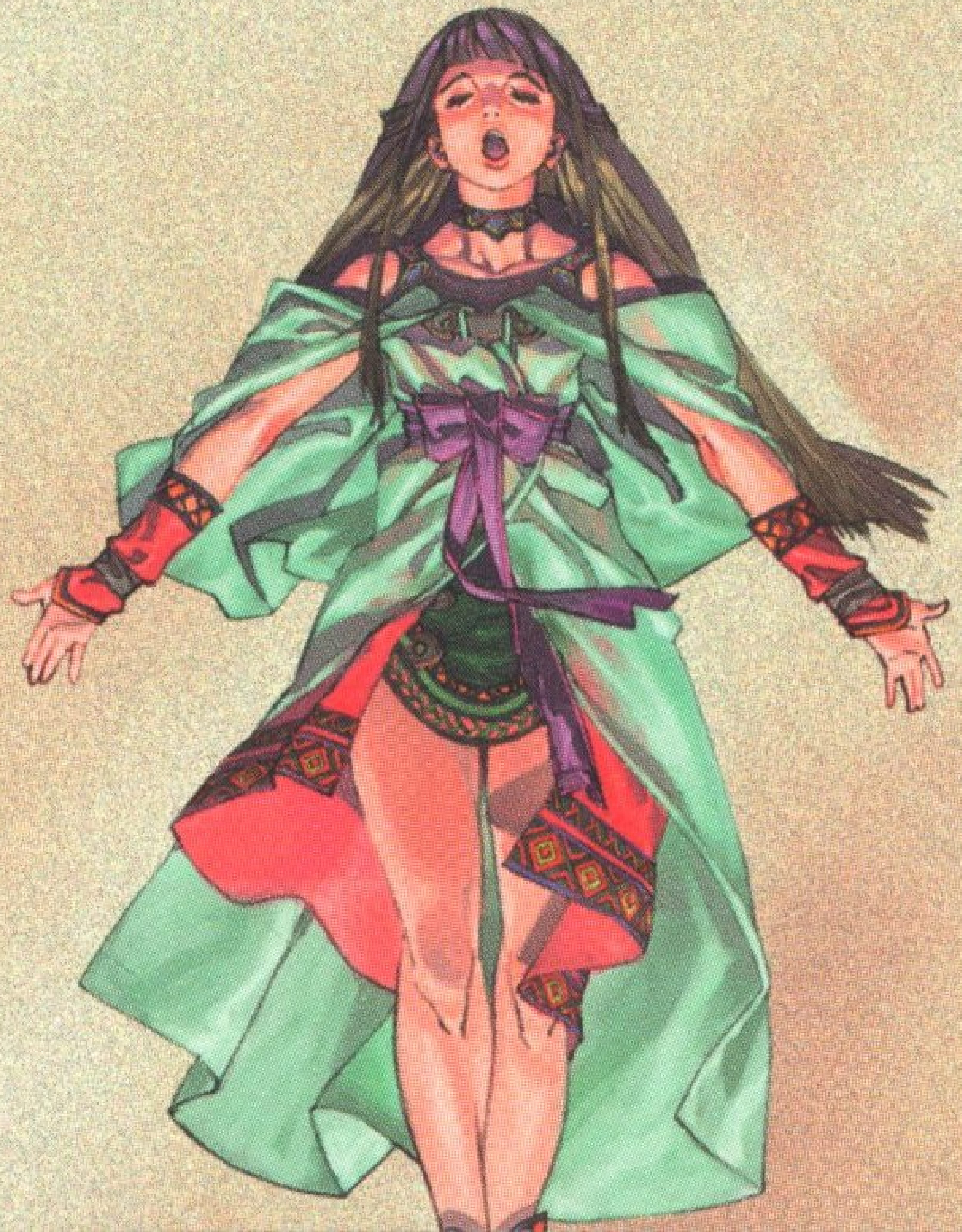
A lovely warrior-maiden flies through the skies above chaotic Midgard looking for corrupt spirits to purify and brave souls to recruit.

I am a servant of Odin – the Allfather of Valhalla.
I am she who leads the chosen souls to Valhalla.

I am she who governs the fate of the Sacred War.
I am Valkyrie, chooser of the slain.

But what about my own past,
My own destiny...

The battle to determine the fate of Valhalla is about to begin.



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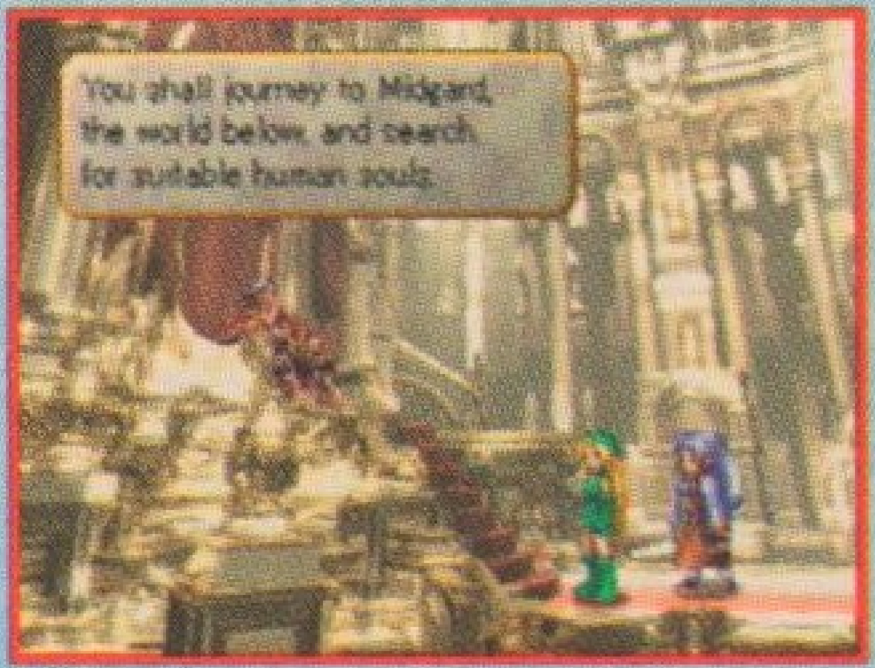
Character Introduction



You will meet many interesting characters in your journey in Midgard and Asgard. Some of these characters will join your party. These characters are known as *Einherjar*.

The Einherjar will battle against the Vanir armies in a war to determine the fate of Asgard. The story progresses as the lives of men and gods intertwine.

Valkyrie

Chooser of the slain
One of the three goddesses that govern destiny. She listens to the cries of souls and takes them into herself. Valkyrie is also known as "chooser of fallen soldiers," "warrior-maiden," and "guide of heroes."

Platina

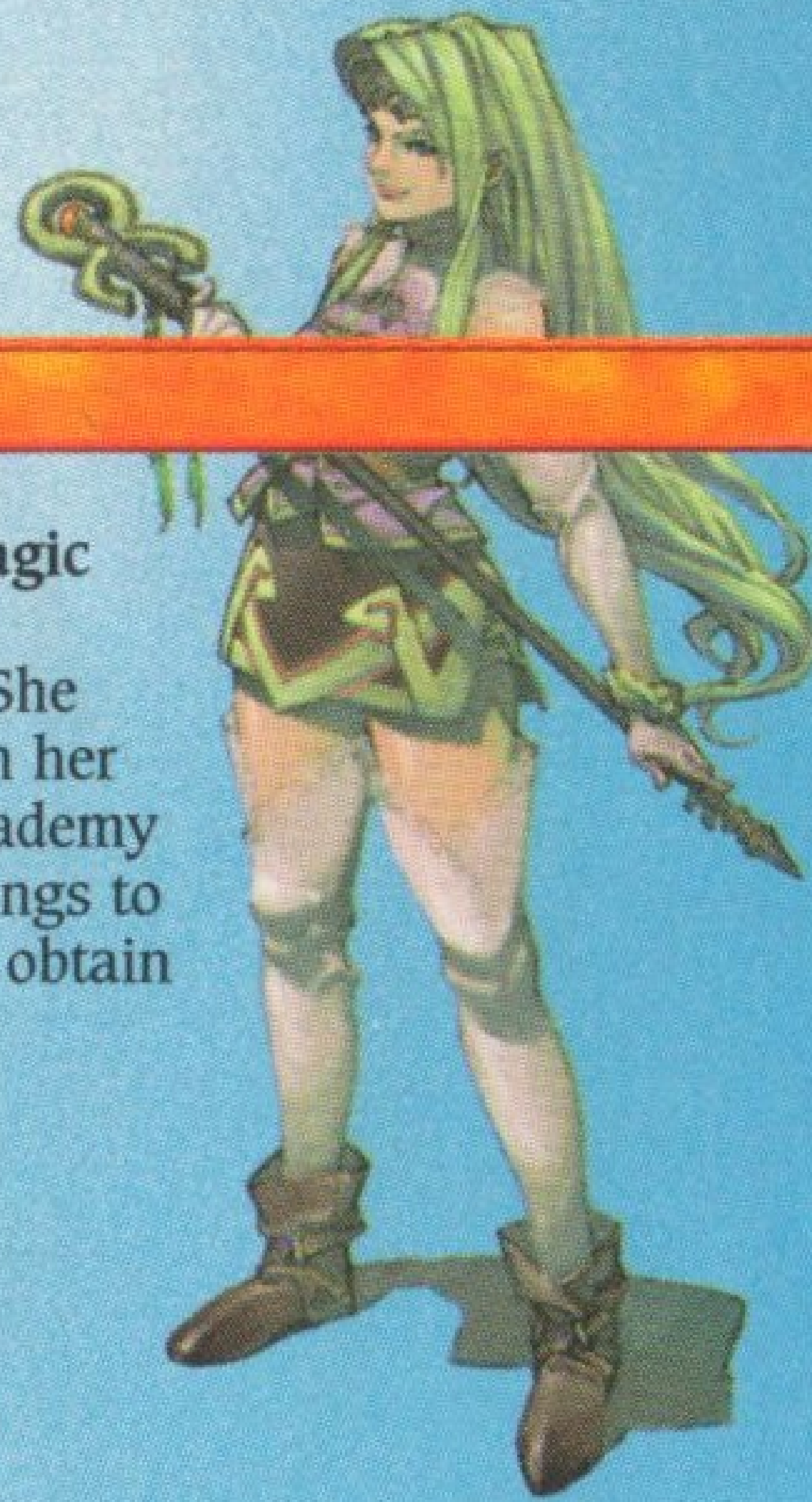
Destitute, neglected daughter
Marked by her striking long silver hair. She is from a poor village, and her parents always treated her coldly. She is determined to run away after discovering her mother would sell her into slavery...

Arngrim

A soldier with unparalleled sword skills.
Arngrim is a tactical genius, who is at home only on the battlefield. Facing Arngrim in battle is a death sentence.

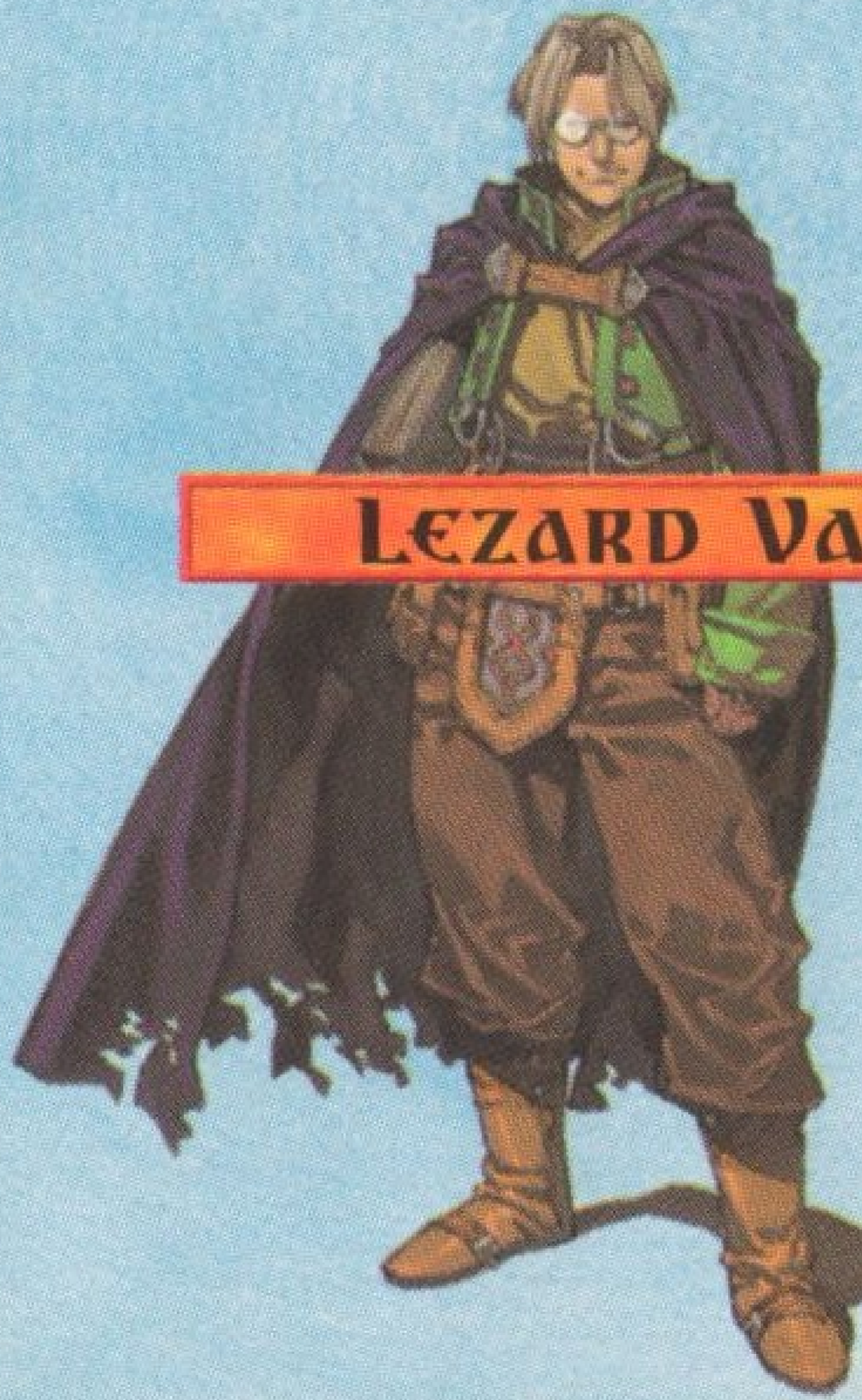
Freya

Goddess of fertility
Freya is a cold, calm figure who is uncharacteristically supportive of Valkyrie. In her slender body she holds a power that governs the birth of all beings.



Mystina

A student of magic
Mystina is a perfectionist. She graduated first in her class from an academy of magic. She longs to go to Valhalla to obtain more knowledge about magic.



Lezard Valeth

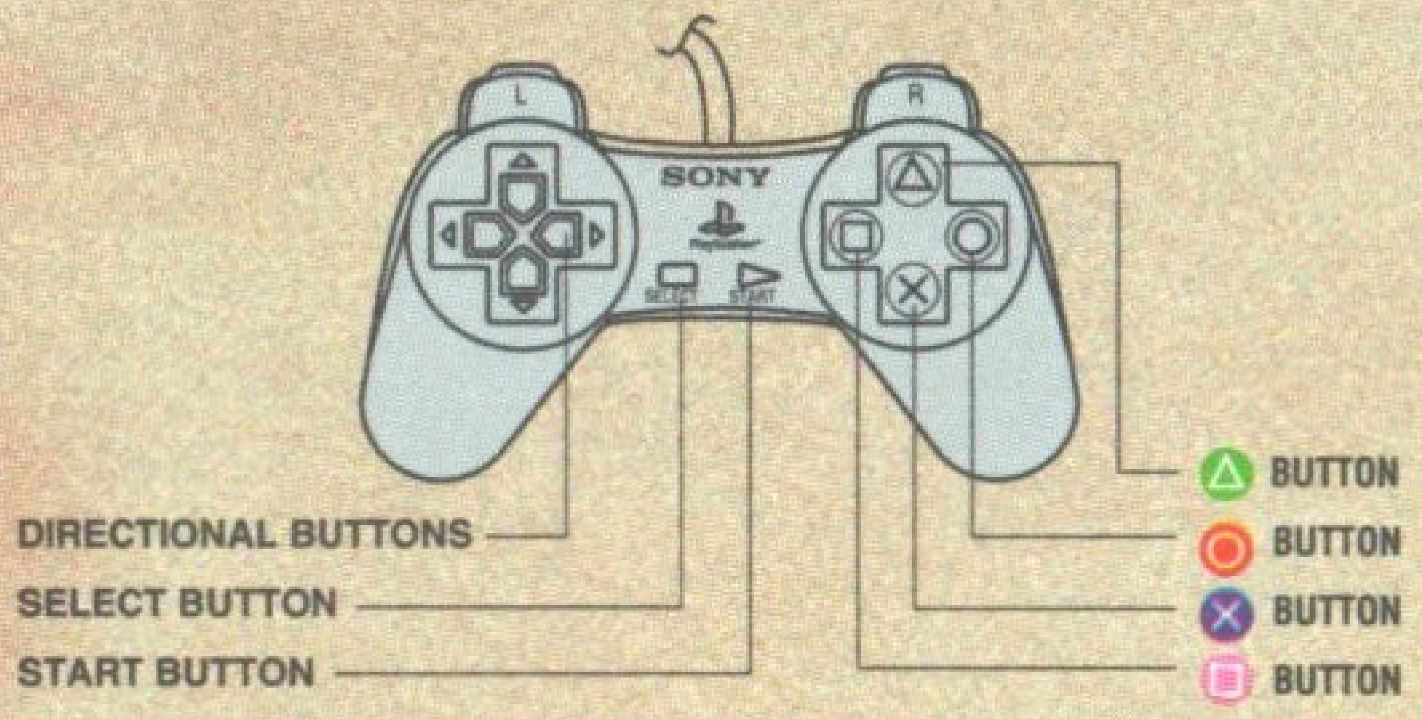
Necromancer
Lezard is an alchemist with a passion for death and gods. The ordinary cannot begin to understand the depths of his obsession.

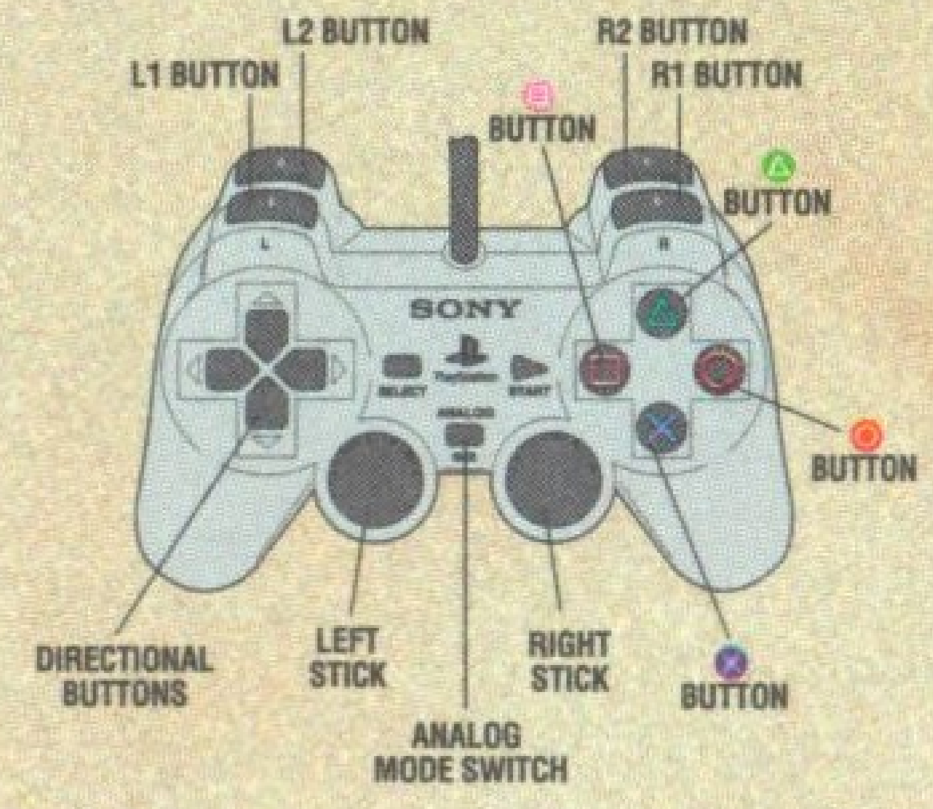
Basic Controls

There are four control modes for controlling Valkyrie and the Einherjar.

Controller Buttons

The control configurations described below are the default settings. Settings may be customized in "Configuration (Page 9)" in the start-up menu or "Config (Page 25)" in the Camp Menu.





Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the correct Valkyrie Profile disc and close the Disc Cover. Insert a Controller into Controller port 1 and turn on the PlayStation game console. Follow on-screen instructions to start a game.

* Press the ANALOG mode switch on the DUALSHOCK™ analog controller. If the LED comes on, the left stick is functioning. Turn the Vibration Function ON/OFF at "Configuration (Page 9)" screen in the start-up menu or the "Config (Page 25)" screen on the Camp Menu. The Vibration Function will be activated regardless of the status of LED.

Battle: (also see Page 27)

Individual characters in the party correspond to the ○, ×, △, and □ buttons. Press the button assigned to the character of choice to attack.

Directional button/left stick	Moves the cursor
× button ○ button △ button □ button	Attack with corresponding characters, execute commands (× button), cancel (○ button)
SELECT button or left stick (pressed down)	Displays commands

Basic Control Cont.

World Map: (also see Page 14)

The most important control in the map is "Spiritual Concentration." This allows Valkyrie to discover the location of fallen warriors and dungeons.

Directional button/left stick	Turn in the corresponding direction
✕ button	Displays information about a nearby location, enters the location (while location information is displayed)
○ button	Accelerate, end display of location information (while location information is displayed)
□ button	Used with directional buttons to move forward, backward and laterally without turning.
START button	Spiritual Concentration
SELECT button	Displays Mini Map → magnifies the map → hides map (switches map mode when button is pressed)

2D Map: (also see Page 14)

Directional button/left stick	Moves (press right or left twice consecutively to dash)/climbs ladder/crouches
✕ button	Slashes, lifts → throws/pushes, pulls/talks/opens box (while crouching)/ picks up items (while crouching)
○ button	Jumps/slides (while crouching)/drops items (while carrying items)
△ button	Displays Camp Menu
□ button	Shoots crystal
L1 button	Conversation Log (displays past conversation in your location)
R1 button	Scrolls text quickly (if held down with ✕ button)
R2 button	Displays Mini Map

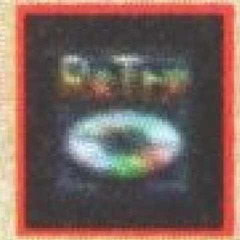
Camp Menu: (also see Page 18)

Basic controls on the Camp Menu are Select, Execute, and Cancel. Press the △ button to display the description of each item, Skill, or character.

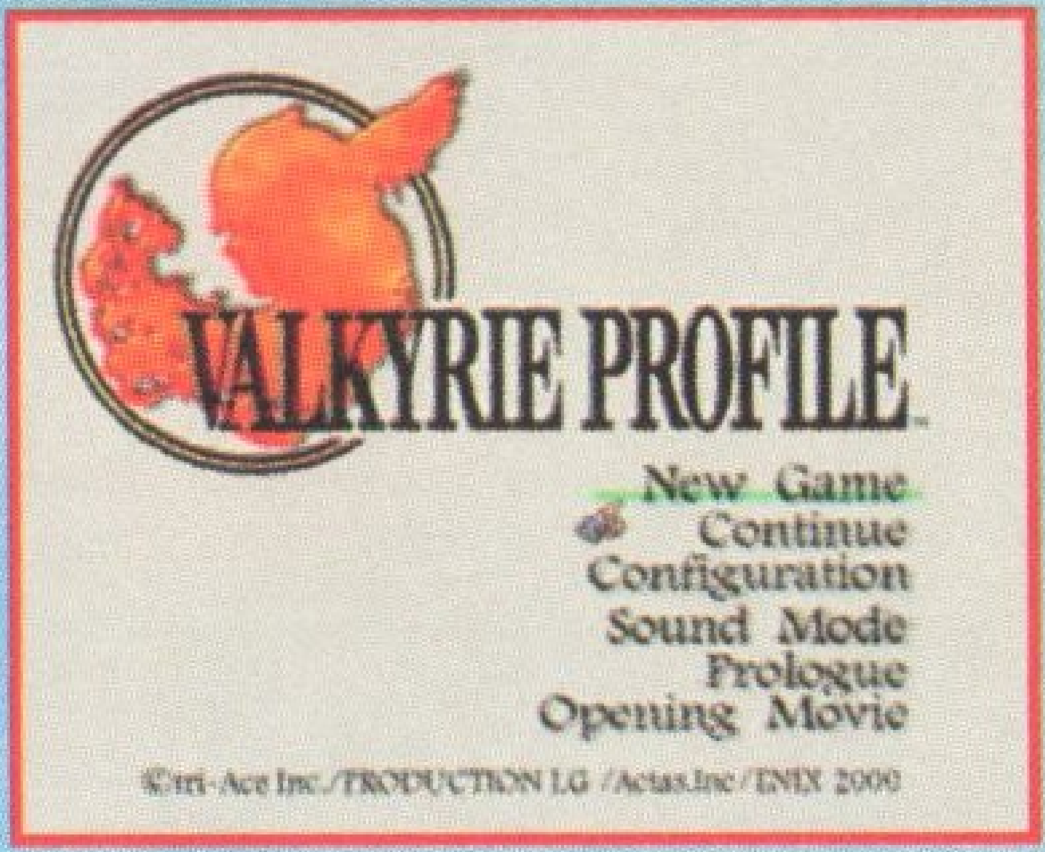
Directional button/left stick	Moves the cursor/selects the item
✕ button	Executes
○ button	Cancels
△ button	Displays the description
L1 button	Returns to the previous list
R1 button	Proceeds to the next list
START button	Rest for a certain number of periods

Caution:

The CD-ROM may not read properly if the PlayStation game console is used for a long time. This will cause the CD icon shown to the right to appear in the lower right corner of the screen. If this happens too often, you should save and stop the game, turn off the PlayStation game console, and resume play after a break.



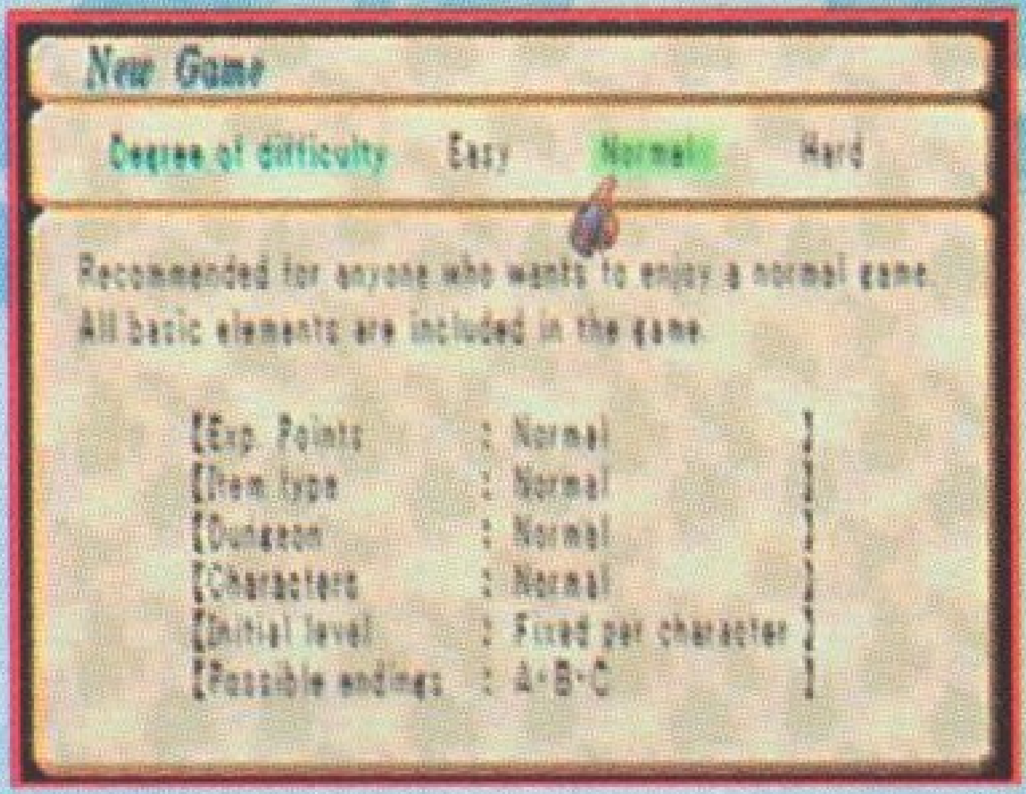
How To Start



There are 6 game modés available at the start of the game. In addition to Configuration and Sound Mode, the Prologue and Opening Movie may be played.

Six different Game Modes

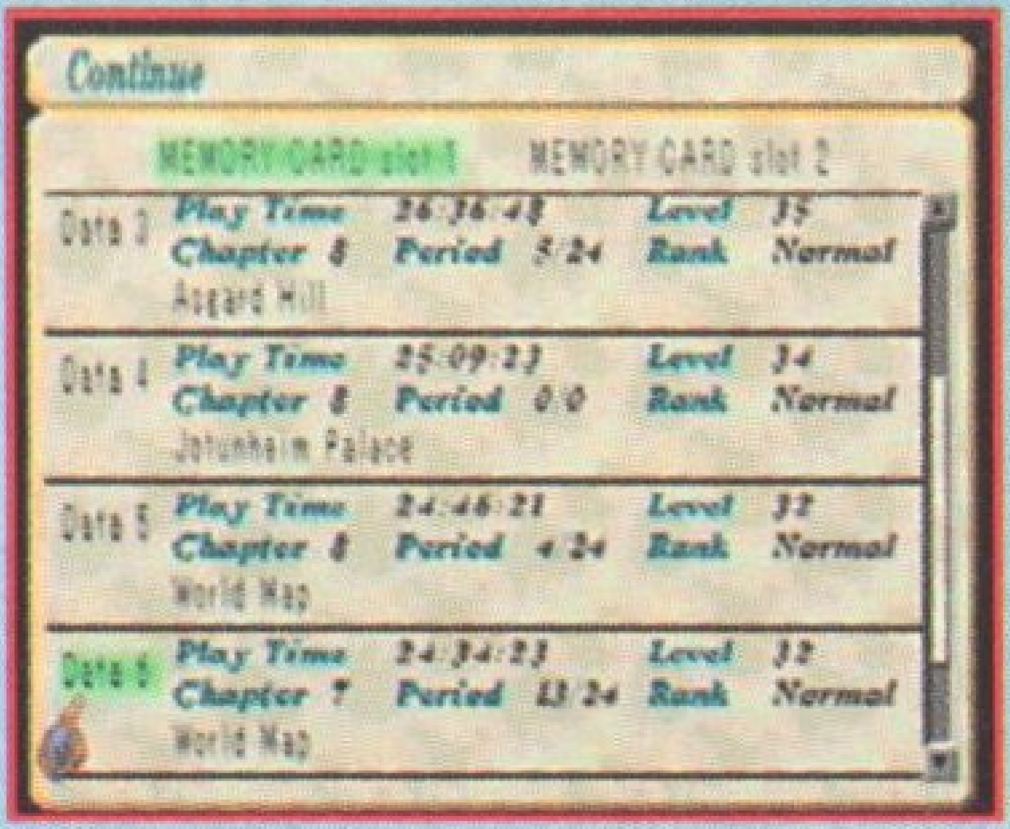
Select a game mode after the Title Screen is displayed. Use the directional button UP/DOWN to select the game mode, and press the ⊗ button to execute. Press the ◎ button to return to the Title Screen.



New Game: Start a new game in this game mode. Press the directional button LEFT/RIGHT to select the difficulty level, and press the ⊗ button to start the game. The differences between the difficulty levels are described below. Select the difficulty level you want. Note: You cannot experience the best ending in Easy mode.

Difficulty Setting		Easy	Normal	Hard
Experience obtained	Number of Experience obtained after each battle	Many	Normal	Normal
Quantity of Items	The quantity of items that appear in the game	Few	Normal	Many
Length of each Chapter	Each Chapter (see Page 13 and Page 18)	Short	Normal	Short
Dungeons	The number of dungeons that appear in the game	Few	Normal	Many
Characters	The number of characters that join the party	Few	Normal	Many
Default Level	Levels of characters when they join the party	Varies by Character		Level 1
Viewable Ending	The types of endings that may be reached	B, C	A, B, C	A, B, C

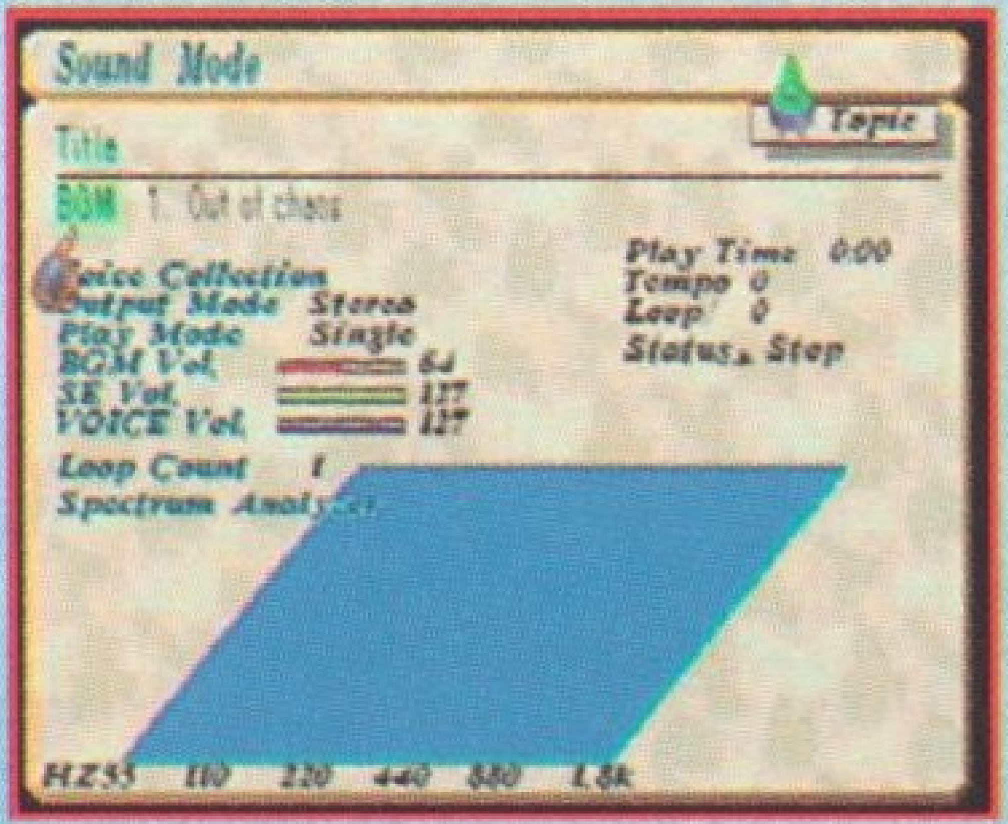
How To Start Cont.



CONTINUE: This mode allows you to resume gameplay from previously saved data on a MEMORY CARD. Press the directional button LEFT/RIGHT to select the MEMORY CARD slot, and press the ⊗ button to execute. Press the directional button UP/DOWN to select the data after the list of previously saved data is displayed on the screen, and press the ⊗ button to resume gameplay.

CONFIGURATION: This mode allows you to adjust settings such as message speed and Controller configuration. Press the directional button UP/DOWN to select the setting to be adjusted, and press the directional button LEFT/RIGHT or use the L1/R1 buttons to adjust the setting. Choose the "Original" option on top of the screen to return to the settings prior to the changes, or use the "Default" option to adjust to the default settings.

Text Speed	Sets the speed of message display (Slow/Normal/Fast/Page units)
Button use	Sets the function of each button. Select the function to change by pressing the directional button UP/DOWN, and press the button you want to assign to that function. If a button already assigned to another function is selected, these button functions will switch. Press LEFT on the directional button to enable to select another function after an assignment has been changed.
Dash Control	Sets the function of directional button on the 2D Map (Normal–Dash, Double Press–Walk/ Normal–Walk, Double Press–Dash).
Face Display	Turn ON/OFF the enlarged illustration of a speaker's face
Vibration	Turn ON/OFF the Vibration Function of the DUALSHOCK analog controller.
Window bright	Adjust the color of background windows on Message and Camp Menus.

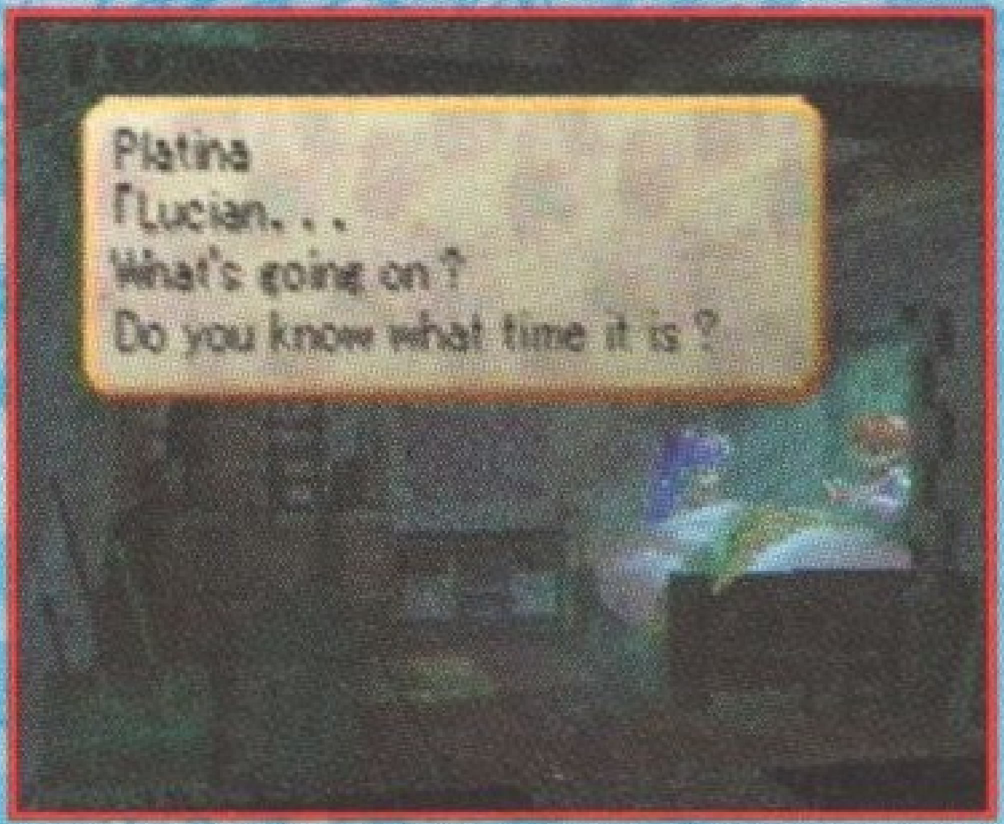


SOUND MODE: This mode allows you to listen to sound recordings in the game that you have unlocked. Press the directional button UP/DOWN to move the cursor to "BGM", and press the directional button LEFT/RIGHT or L1/R1 buttons to select the recording. After the recording is selected, press the ⊗ button to start playing. Press the ◻ button to pause/resume, or press the START button to stop. Press the directional button LEFT/RIGHT to adjust settings shown to the right of each settings category (see page 10).

How To Start Cont.

Option	Description
Output Mode	Select the appropriate sound output mode (Stereo/Monaural).
Play Mode	Select the order in which the recordings are played (Single = Plays only the selected recording/Continue = Play through each recording continuously/Shuffle = Play randomly selected recordings).
BGM Vol.	Adjust the volume (32~127) of BGM playback.
SE Vol.	Adjust the volume (32~127) of sound effects playback.
VOICE Vol.	Adjust the volume (32~127) of character voice playback.
Loop Count	Set how many times the recordings will be repeated (1~8/Intro = beginning only).
Spectrum Analyzer	Select the pattern of graphic equalizer display (4 types).

Prologue: View the Prologue
This mode plays the game's prologue.
Press the △ or □ button to return to the Title Screen.

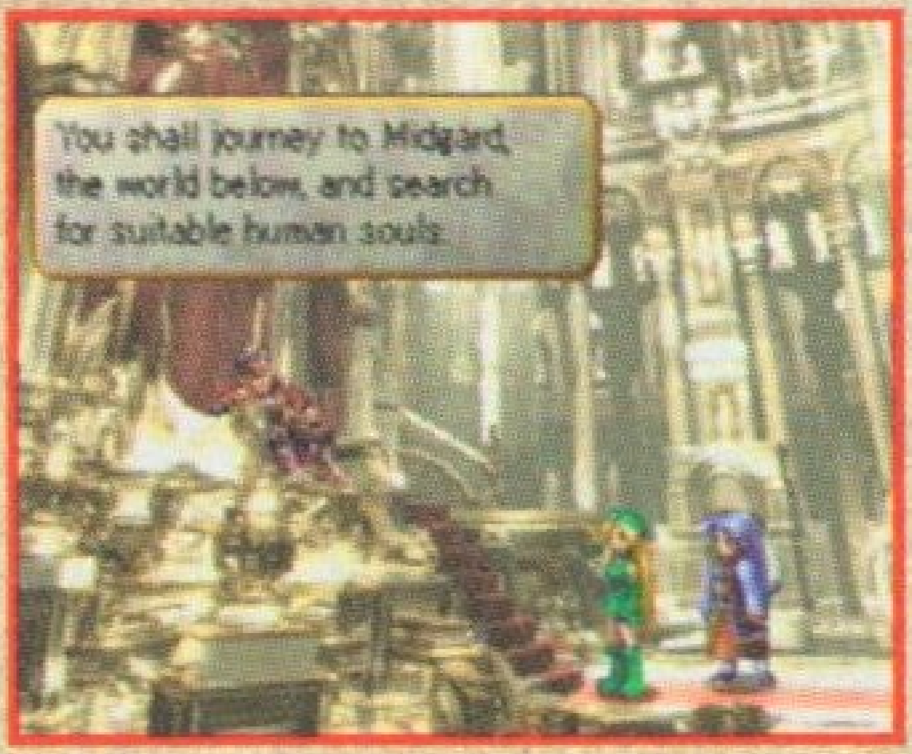


Opening Movie: View the Opening Movie
This mode plays the animated opening movie.
Press the △ or □ button to return to the Title Screen.

How To Play

Information on the game environment, game flow, and basic controls in different modes are explained here.

An RPG with Elements of Action and Strategy



You will experience a variety of battles and events in two different worlds while controlling the main character, Valkyrie. You'll see not only the RPG element of recruiting and developing characters, but also action and strategy elements.

The Adventure takes place in Asgard and Midgard.

Valkyrie descends upon the world of human beings, Midgard, to fulfill a mission ordered by Allfather Odin. While most of the adventure takes place in Midgard, the Sacred War is advancing in Asgard, the world of gods.

Asgard:

The land of gods ruled by Allfather Odin
Asgard is where the Aesir gods reside. Odin learned of the imminence of Ragnarok - the end of the cosmos - and began his preparation for the Sacred War.

Midgard:

The land of men - shrouded in thick fog
War, poverty, disease... In Midgard, death is the only certainty. Along with men, defilers of souls, such as undead and vampires, also wander the land.

Develop Einherjar and Win The Sacred War.

The assignment given to Valkyrie is to recruit and develop Einherjar, then send them to Asgard to fight at Odin's side in the Sacred War.

1) Recruit Einherjar in Midgard
Meet and recruit brave Einherjar in Midgard by taking fallen souls into Valkyrie's party. Up to three Einherjar can fight with Valkyrie at once.

2) Develop Einherjar in Battles
Improve the skills of Einherjar by fighting against monsters. Skilled Einherjar will be military assets for Odin in the Sacred War. It's your job to distribute Skills and Special Attacks among Einherjar to shape their values as warriors.

3) Send Einherjar to Asgard
Send Einherjar to Asgard after their abilities improve in combat. Losing strong characters will hurt the party, but you might not be able to see the better ending unless the Aesir gods win the Sacred War.

4) Play active roles in the Sacred War
Once Einherjar are sent to Asgard to participate in the Sacred War, they will be automatically controlled based on their skill development in Midgard. You will see the results of each battle in the form of events.

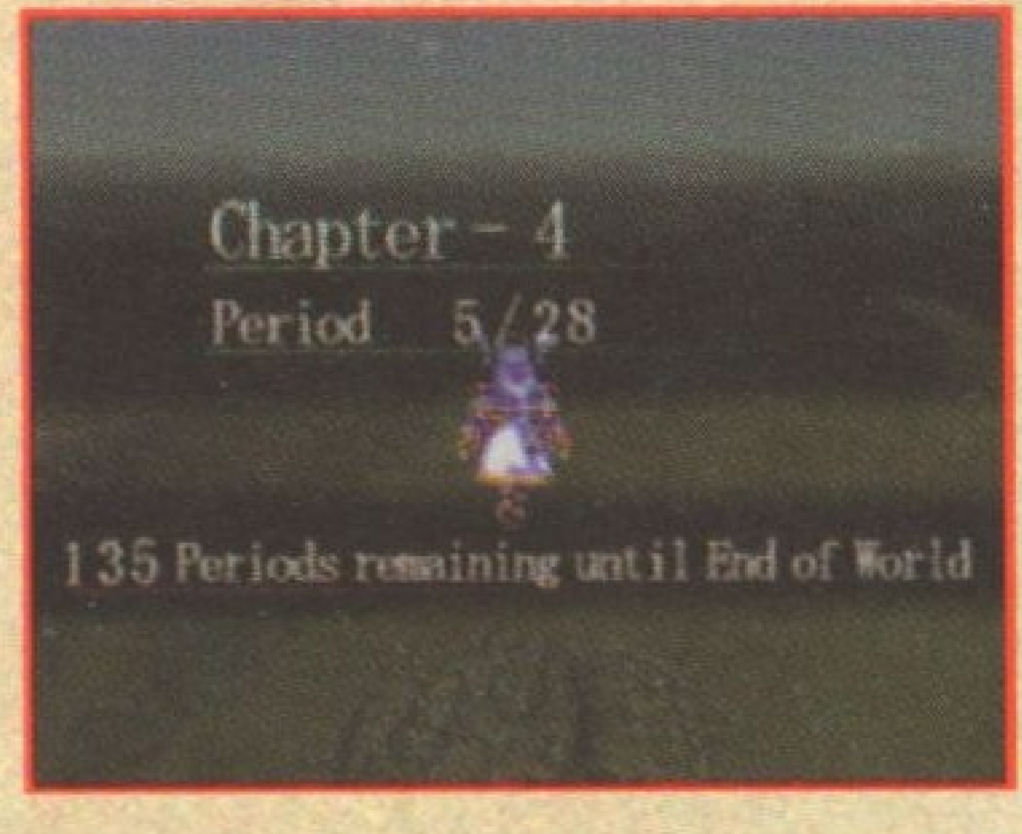
Valkyrie keeps fighting in search of her own true self...

In addition to victory in the Sacred War, Valkyrie has another objective: to find out who she really is and what her existence is for. In that sense, there is more than one ending to the story...

How To Play Cont.

Flow of Time in Asgard and Midgard

Time passes simultaneously in Asgard and Midgard. While Valkyrie fights in Midgard, the Sacred War in Asgard is taking place. If Valkyrie fails to send Einherjar to Asgard to reinforce Odin's troops, the Aesir will lose battles. If the situation for the Aesir worsens too much, Valkyrie may be purged, resulting in the worst ending.



Chapter and Period

The flow of time in Asgard and Midgard is marked in "Chapters" and "Periods." When Valkyrie takes an action (i.e., enters a town or dungeon, or recruits Einherjar), Periods are spent. The number of Periods spent depends on the action. When a certain number of Periods have passed, the Chapter will end. At the end of each Chapter, Freya will report on the Sacred War from Asgard.

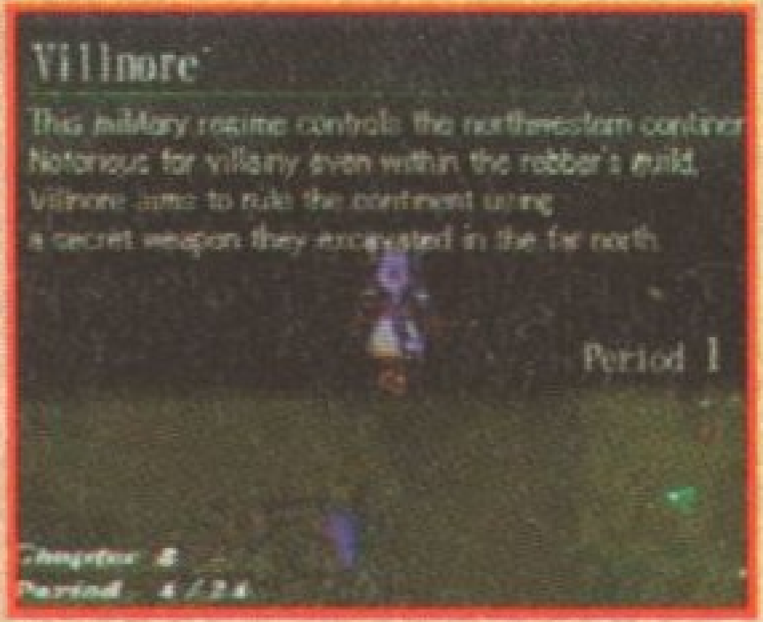
Exploring in two different modes

In Midgard, there are 2 different modes: World Map and 2D Map. Valkyrie will explore these two modes to recruit and develop Einherjar.

World Map: A map of Midgard. Locations Valkyrie may enter (towns, castles, dungeons) are marked with points on the map. Travel towards a specific location to enter.

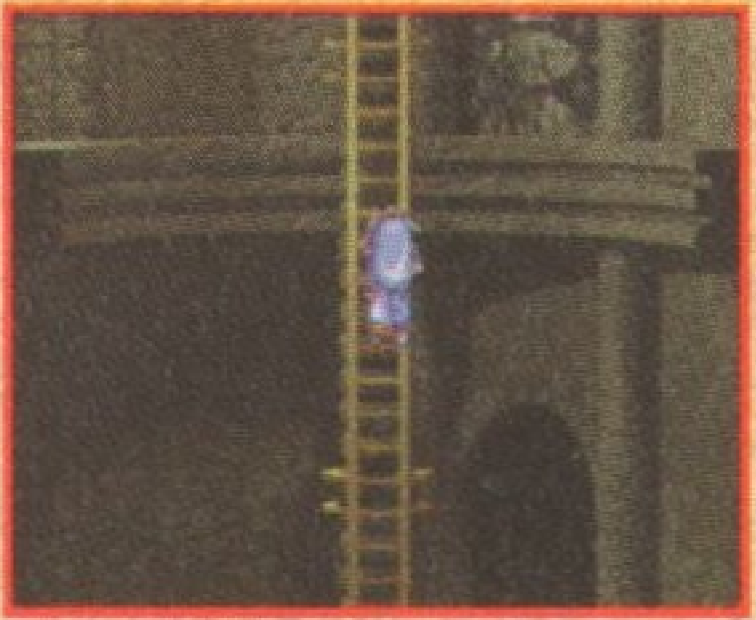
Side View Map: When Valkyrie enters a location, the screen will change to the Side View Map. In town, Valkyrie will recruit Einherjar and collect information. In dungeons, Valkyrie will fight and collect items.

How To Play Cont.



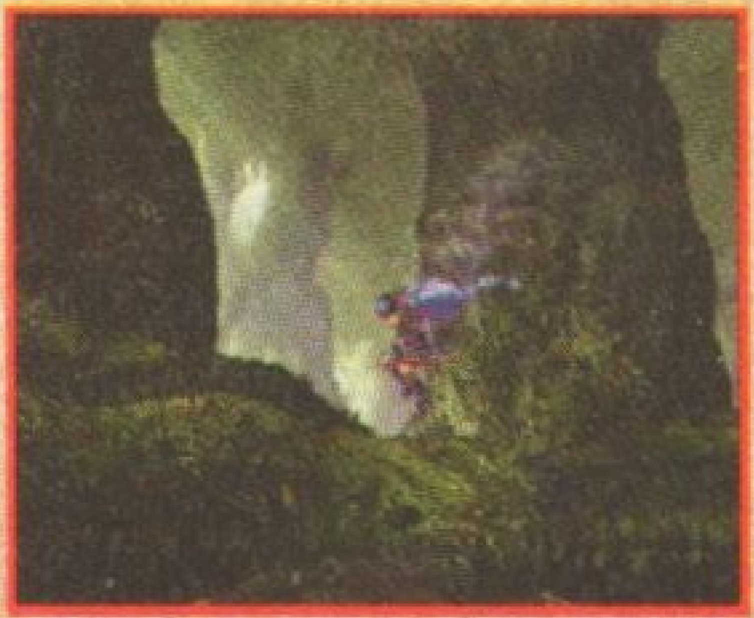
Actions on World Map
Arrows indicate enterable locations such as towns and dungeons (see left). Approach an arrow and press the ⊗ button. Information about the location will appear. Press the ⊗ button again to enter the location.

Spiritual Concentration: Press the START button while Valkyrie is in the air. Valkyrie will start her Spiritual Concentration. Locations where Einherjar may be recruited, or newly found dungeons, may appear. Press the ⊗ button again to return to the World Map, and fly towards that location.



Actions on 2D Map
On the side view map, various commands will be needed besides just pressing the directional button LEFT/RIGHT. It will be impossible to explore the entire map unless you utilize various techniques to adjust to local terrain and situations.

Lateral Movements: When there is an enterable path in the foreground or background in your current location, the path will be displayed as seen on the right. To move into the background, press the directional button UP. To move into the foreground, press the directional button DOWN. To go down stairs in front of you, press the directional button DOWN and diagonally.



Jump: Press the ◎ button to jump. Press the ◎ button while dashing to jump farther, or while crouching to jump down to the path below. In Midgard, when Valkyrie is disguised in human clothes, her ability to jump decreases.

How To Play Cont.

Slide: Hold the directional button DOWN to crouch and press the ○ button to slide. Valkyrie can slide through narrow passages.

Slash: Press the ✕ button to swing Valkyrie's sword. Swinging the sword can activate switches and break objects. Slash an enemy to enter a battle (see Page 27).

Obtaining Items: Press the ✕ button while crouching near an item on the floor to obtain the item or open a treasure box.

Lift and Throw: Use the directional button to move closer to an object and crouch. Press the ✕ button to lift the object and press the ✕ button again to throw the object forward (treasure boxes will break). Press the ○ button after lifting an object to gently drop it where you are standing.

Push/Pull: Move close to certain objects, hold down the ✕ button, and press the directional button LEFT/RIGHT to push/pull an object. There may be some secrets that may only be unveiled by moving objects.

Voice from Valhalla by Freya
"Be careful when opening a treasure chest."
You can only open a treasure chest while crouching and facing its lid, but be careful - the chest may be trapped.

How To Play Cont.

Talk: Stand next to a person and press the ⊗ button to talk. Press the ⊗ button to advance the message, or hold down the ⊗ and R1 buttons to skip through the dialogue. Press the L1 button to view the conversation log from the current location.

Shoot Crystals: Press the □ button to shoot crystals. There are many important uses of crystals.

Create Ice Blocks: Shoot crystal towards the wall, ceiling (press the directional button UP), or floor (press the directional button DOWN) to create ice blocks. Shoot again towards the ice block, and it will grow larger. Use ice blocks as steps to climb up to high locations. Up to three ice blocks may be created on one screen at a time.

Break Ice Blocks: Shooting a large ice block (made from two crystal shots) will break it. A shower of light will appear for a few seconds. Valkyrie may jump into it, and use it as a step. Also, Valkyrie will be thrown backwards if she breaks an ice block close to her.

Shatter Ice Blocks: Slashing an ice block with your sword, or jumping on it several times, will shatter it. Fragments of ice will remain. Use the fragments as steps or blocks.

Pick Up and Throw: To pick up a fragment of ice, press the ⊗ button when Valkyrie is near the fragment. Press the ⊗ button again to throw it. Press the ○ button to drop it.

How To Play Cont.

Freeze An Enemy: Freeze an enemy temporarily by shooting at it. If a flying enemy is frozen, it will drop onto the floor. Use this technique to avoid battles, or use the frozen enemies as steps.

Push/Pull: If the frozen enemy is large, press the ⊗ button to hold to it and press the directional button LEFT/RIGHT to push/pull it.

Pick Up and Throw: If the frozen enemy is small, press the ⊗ button to pick it up and press the ⊗ button again to throw. Press the ◉ button to drop it.

Voice from Valhalla by Freya
"There are other ways to use crystals."
These are only the basic methods of using crystals. There are other ways to use them. For instance, you can reflect a beam of light coming out of the ceiling. Try using crystals at dead ends.

View Mini Map:

Press the R2 button while in a dungeon to view the Mini Map. Use the directional button to move the center of focus, or hold down the ▢ button and press the directional button to rotate. Also, press the L1/R1 button to enlarge or reduce the map size, or press the ⊗ button to switch the map style. Press the ◉ button to return to the 2D Map. Only the areas Valkyrie already explored will be displayed on the Mini Map.

Memory Camp:

A Memory Camp is shown to the right. This is the only location in a dungeon where game data may be saved.

Camp Menu

The Camp Menu contains information and commands that are necessary to advance in the game.

Equip Weapons and Defensive Equipment, and Check The Status of Characters on Camp Menu

Press the △ button while on the World Map or 2D Map to display the Camp Menu shown below. Press the ○ button to return to the Map. In this Menu, it is possible to check the status of the party and the progress of the game, or use various commands.

1 Command Menu
Ten commands that may be executed in the Camp Menu. See Page 19 for instructions on how to use each command.

2 Status Overview
Brief status of characters currently in the party. See page 24 for explanations of each status.

3 Play Time
Total length of gameplay time. The clock will run while in the Camp Menu.

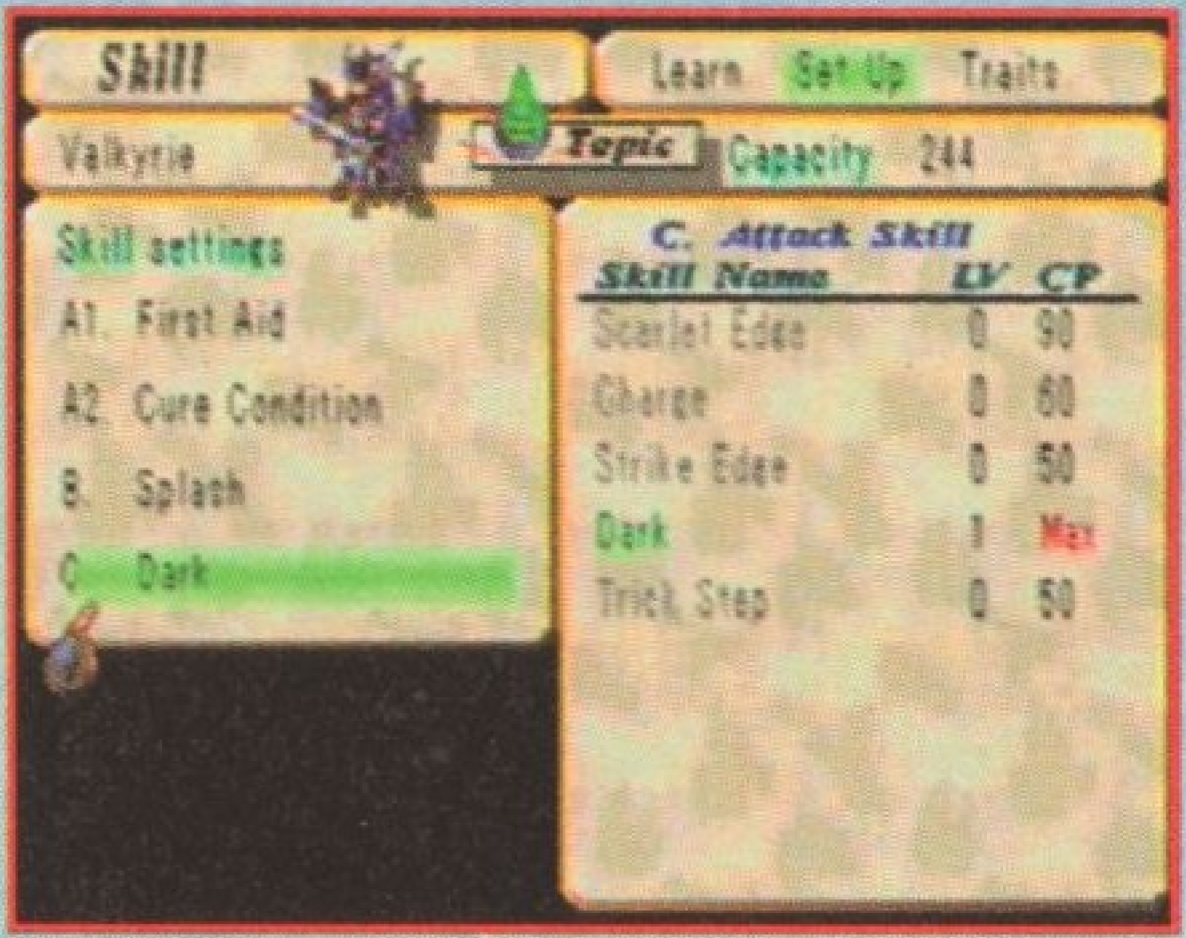
4 Materialize Point
The source of items. Using the Convert MP command will increase this value (see Page 21). You also gain Materialize Points when you recruit Einherjar, or play an active part in victories in the Sacred War.

5 Evaluation Score (Eval.)
Odin's evaluation of Valkyrie. This value decreases when Valkyrie does not send Einherjar to Valhalla, and a low value could lead to a worse game ending, or end your game immediately.

6 Chapter
The current time period of the Sacred War. This progresses along with the Period, explained below.

7 Period
The current time period within the Chapter. This value is described as "Current Period/Maximum Period of the Chapter". (see Page 13)

Camp Menu Cont.

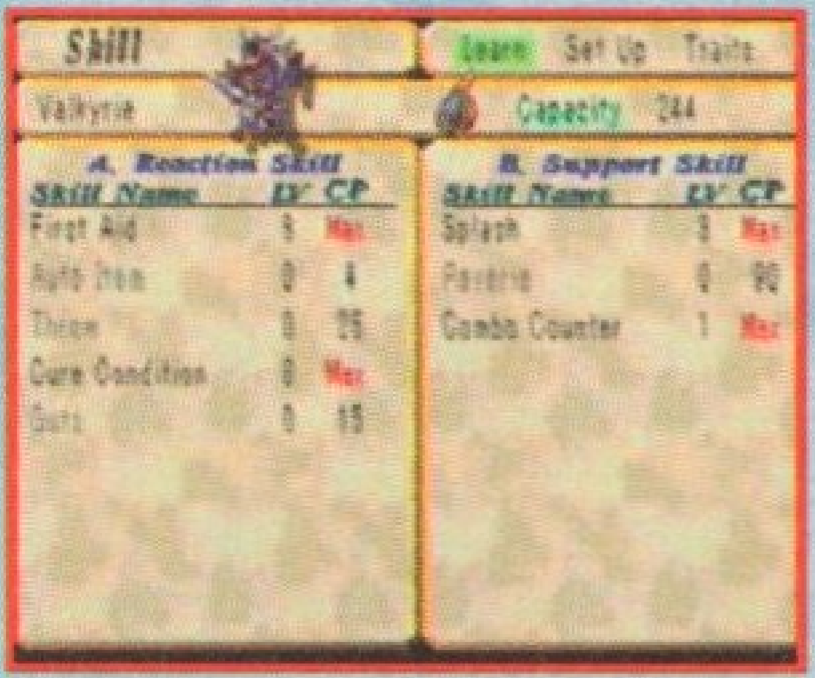


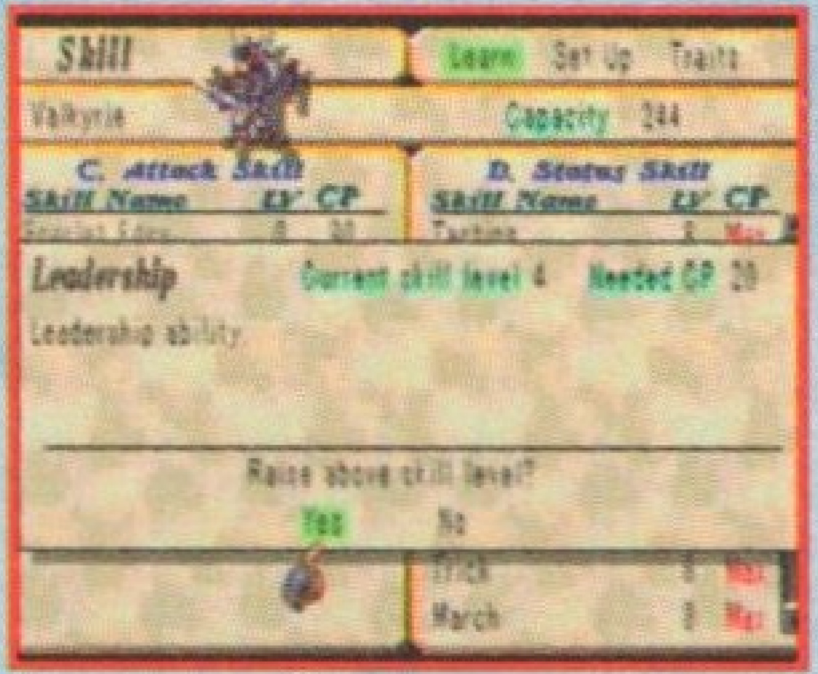
Using the 10 camp menu commands

Select a command using the directional button, and press the ⊗ button to execute. This will lead to the screen for each command (after selecting a character when accessing Skill, Ability or Equipment command). Each command is explained below.

Skill: This menu allows you to have the characters learn Skills, and to set up or change the parameters of characters' traits. Select a menu by pressing the directional button LEFT/RIGHT, and press the ⊗ button to execute.

Learn: Characters learn and level up (improve the effect of) Skills in this menu. Select the category of Skill to learn or improve by pressing the directional button LEFT/RIGHT. Then, select the Skill by pressing the directional button UP/DOWN and press the ⊗ button to execute (unlearned Skills are in gray, and learned Skills in black). If the character has enough Capacity (CP) to improve the Skill, select "Yes" and press the ⊗ button to complete the transaction. CP increases when a character levels up, so you should usually improve Skills whenever characters level up. Move the cursor to the name of the character on top of the screen, and press the directional button LEFT/RIGHT to move to the screens for other characters' Skills.





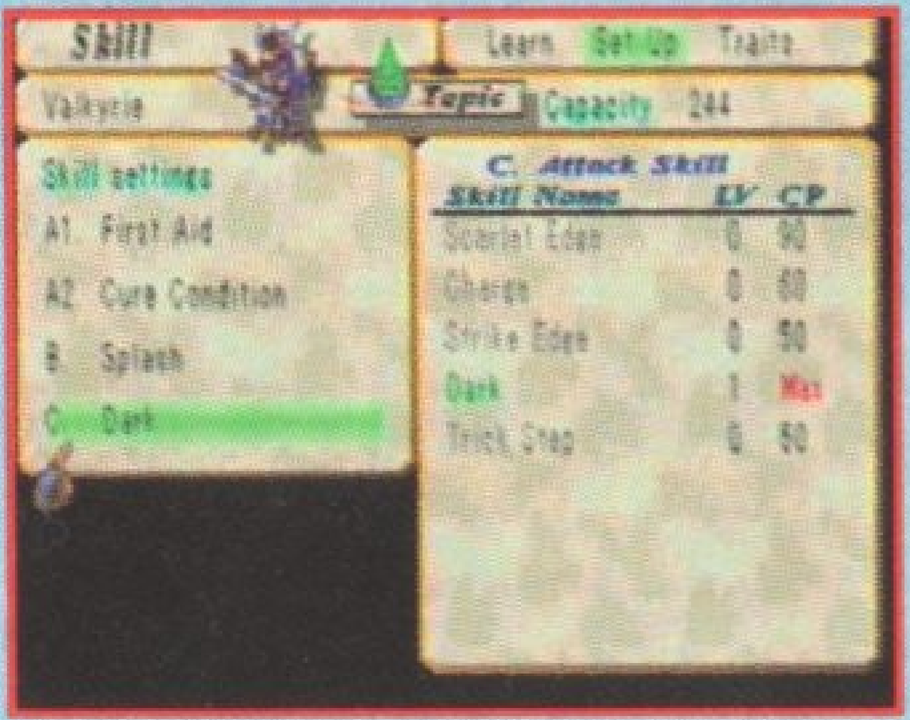
Reaction Skill
Skills that are automatically activated. Skills in this category include healing and counter-attacks.

Support Skill
Skills that enhance the characters' normal attacks. Skills in this category include additional attacks and improved probability of successful attacks.

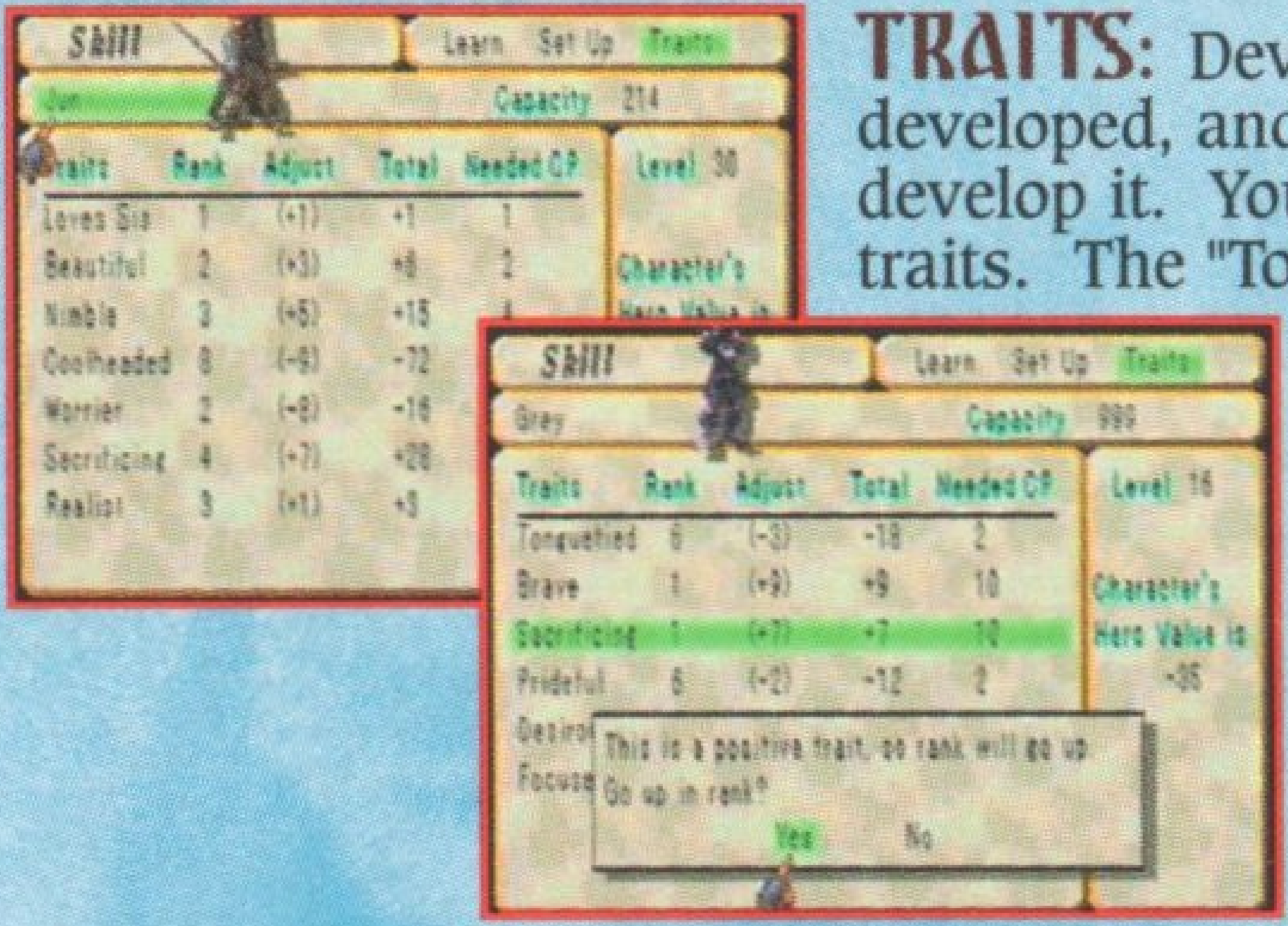
Attack Skill
Skills that activate more powerful attacks. Skills in this category include triple-strength attacks and knock-out attacks.

Status Skill
Skills that will improve the characters' status. Skills in this category don't need to be set up (see Page 20) to function.

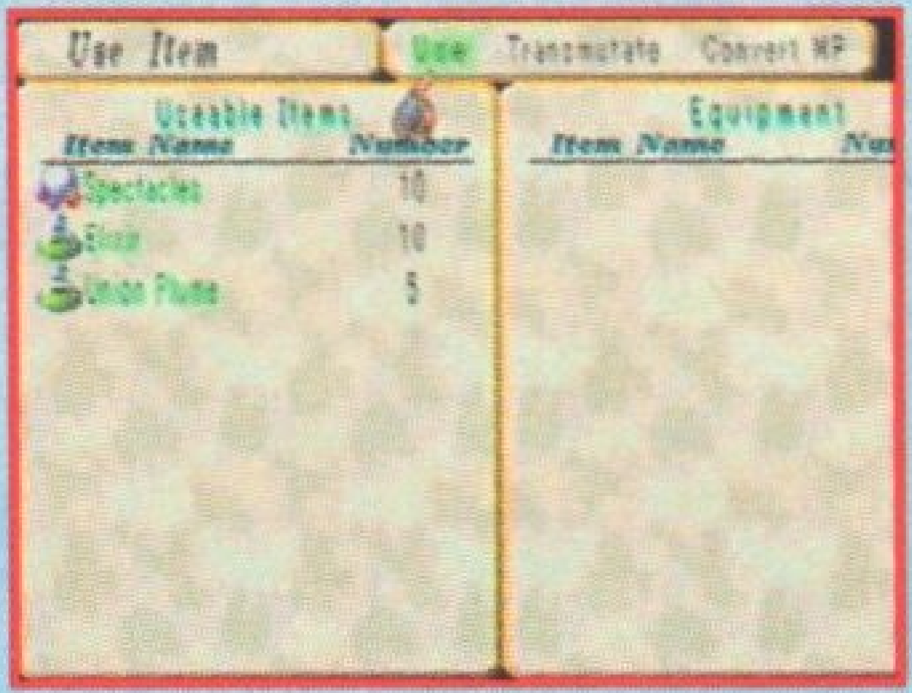
Camp Menu Cont.



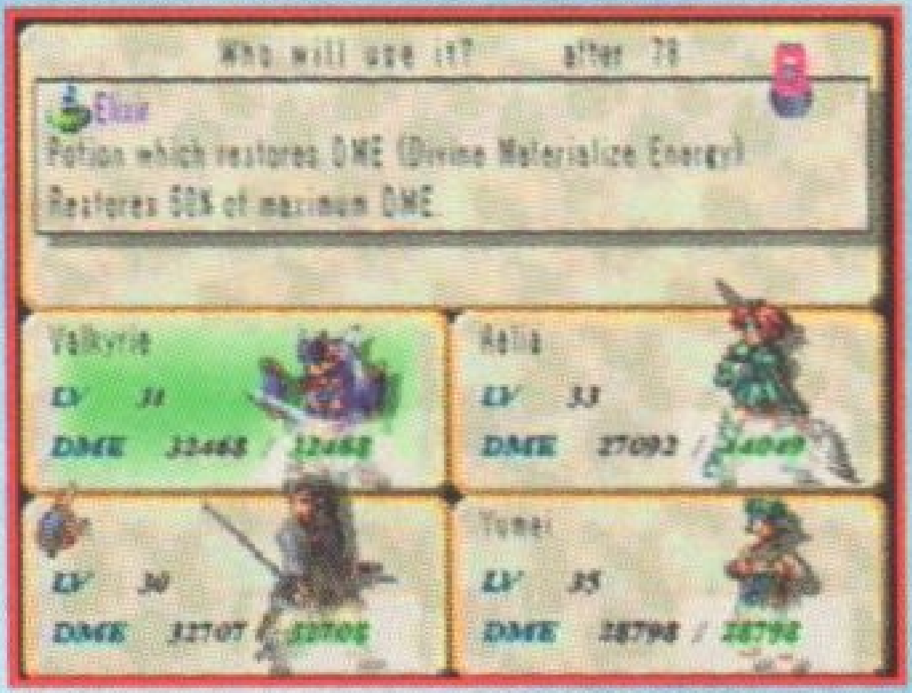
Set Up: Set up learned Skills for each character. After selecting "Set" on the Skill Setup menu, select the category of Skill, then the Skill you wish to activate, by using the directional button and executing with the ⊗ button. In order to deactivate a Skill, select "Remove" on the Skill Setup menu, and select the Skill to be removed. Choose other characters by following the same process as the "Learn" section.



Traits: Develop the characters' traits. Select the trait to be developed, and select "Yes" if the character has enough CP to develop it. You can level up positive traits or level down negative traits. The "Total" change to Hero Value is calculated as "Rank" multiplied by "Adjust". Trait levels will affect the characters' performances in the Sacred War, so develop traits carefully. Valkyrie does not have traits because she is a goddess.

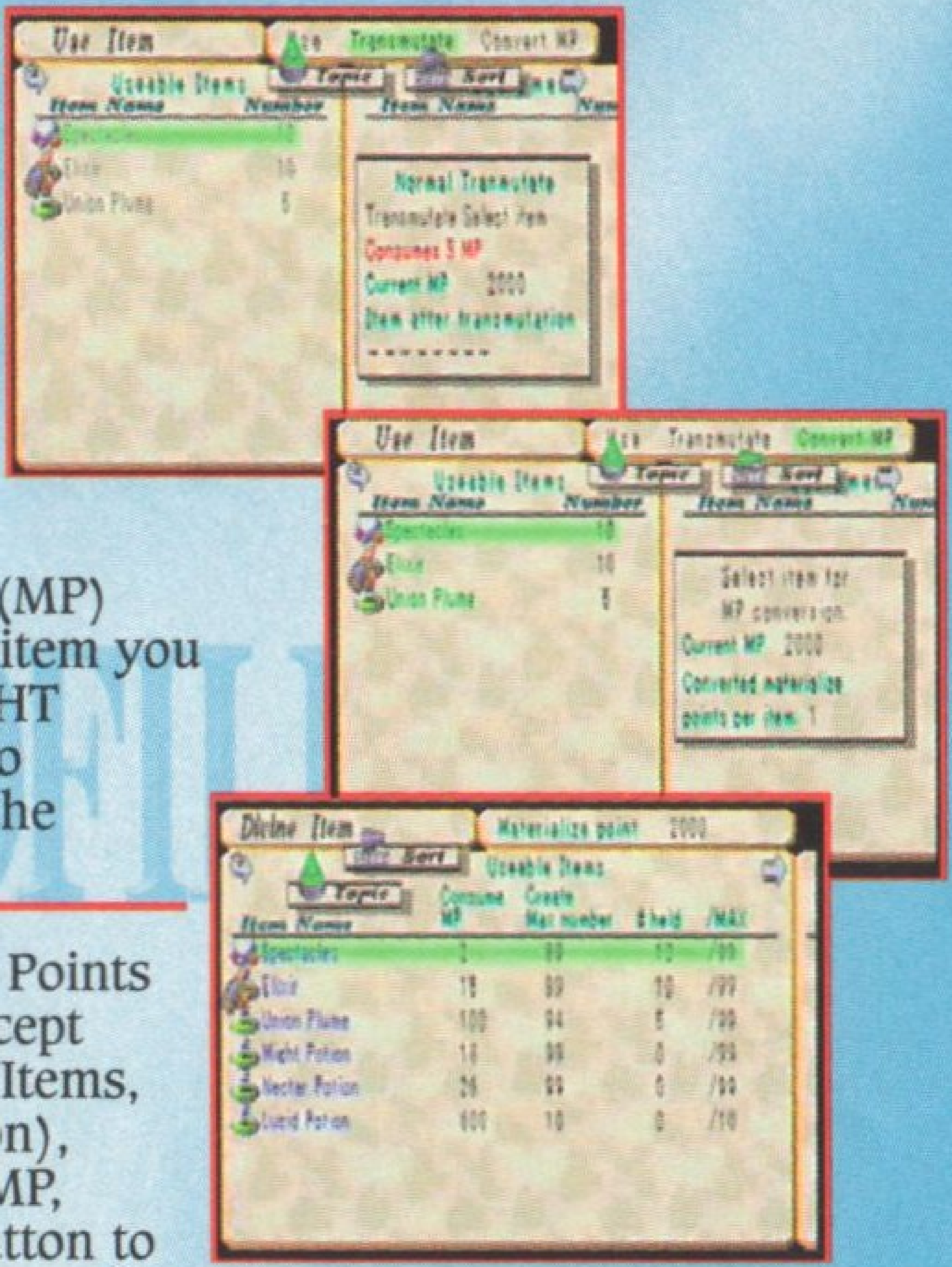


Use Item: This menu allows the player to use items, transmutate items, and convert items to Materialize Points. Press the directional button LEFT/RIGHT to select "Use", "Transmutate", or "Convert MP", and press the ⊗ button to execute.



Use: Use items such as Elixir. Select a category (Useable Items, Equipment, or Artifacts), and choose the item to use. When choosing an item effective only for a single party member, select the character after choosing the item and press the ⊗ button to execute.

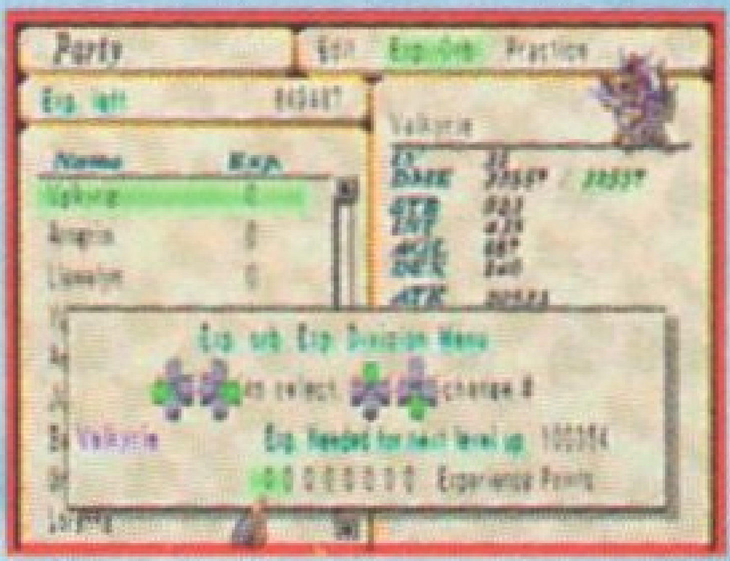
Camp Menu Cont.

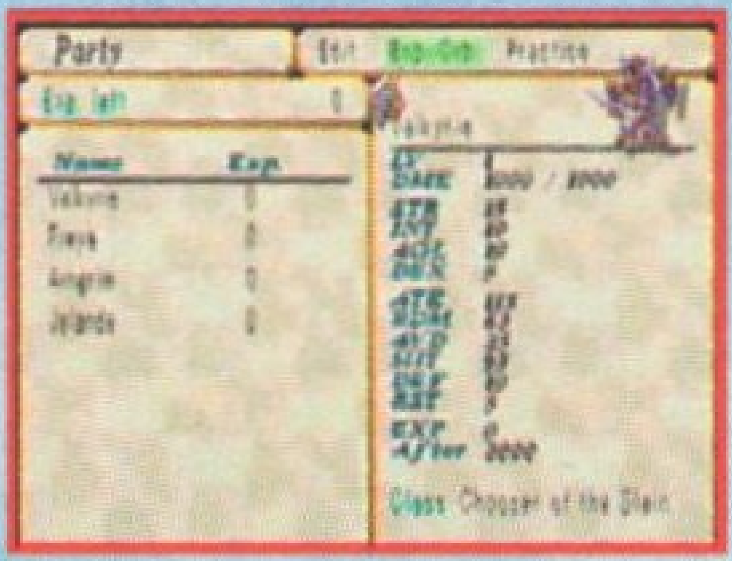


Transmutate: By spending Materialize Points, Valkyrie can transform one item into another. Select an item to transform, and the screen will show how many Materialize Points are needed, and what item will be created as a result.

Convert MP: Exchange items for Materialize Points (MP) (see Page 18). Choose an item category, then select the item you want exchanged. Press the directional button LEFT/RIGHT (increments of 1), or L1/R1 button (increments of 10), to determine the quantity of items to exchange, and press the ⊗ button to execute.

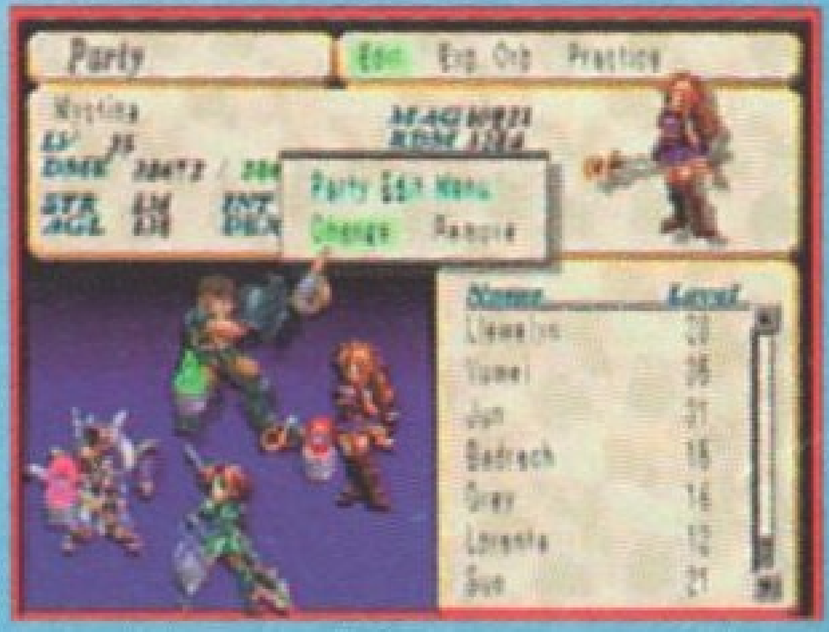
Divine Item: Create items by consuming Materialize Points (MP); this function is not available within dungeons, except in a Memory Camp. After choosing a category (Useable Items, Weapons, Defensive Equipment, or Decoration/Possession), select the item you wish to create. Then, as in Convert MP, determine how many copies to create and press the ⊗ button to execute. There are no stores in this game, so you can normally only get items with Divine Item or by finding them in dungeons.





Party: Form the party, distribute Experience from the Experience Orb, and practice battles. Press the directional button LEFT/RIGHT to choose from "Edit", "Exp. Orb", or "Practice", and press the ⊗ button to open each menu.

Edit: Form a battle party, assign formations, and change party members. Select Change on the Party Edit Menu, and select the party member to replace by using the directional button. After a member is selected, choose a replacement character from within the party or from the alternate pool. To remove a character from the party, select Remove in the Party Edit Menu and choose a character.



Camp Menu Cont.

Exp. Orb: Distribute Experience Points stored in the Experience Orb. Select a character to receive Experience from the Experience Orb and determine how much Experience to distribute by using the directional button. Press the ⊗ button to execute. If you wish to give other characters Experience Points, repeat this process. When distribution is completed, press the ○ button and select Divide. Restart will return to the character selection screen without executing the distribution, and Cancel will clear the distribution. While in the character selection menu, press the directional button LEFT/RIGHT to check the status of the character.

Voice from Valhalla by Freya
"Experience Points may be obtained by completing certain events."
Unlike Experience gained by winning battles, Experience stored in the Experience Orb is received by completing certain events. The benefit of the Experience Orb is that its Experience may be distributed to characters that did not participate in battle.

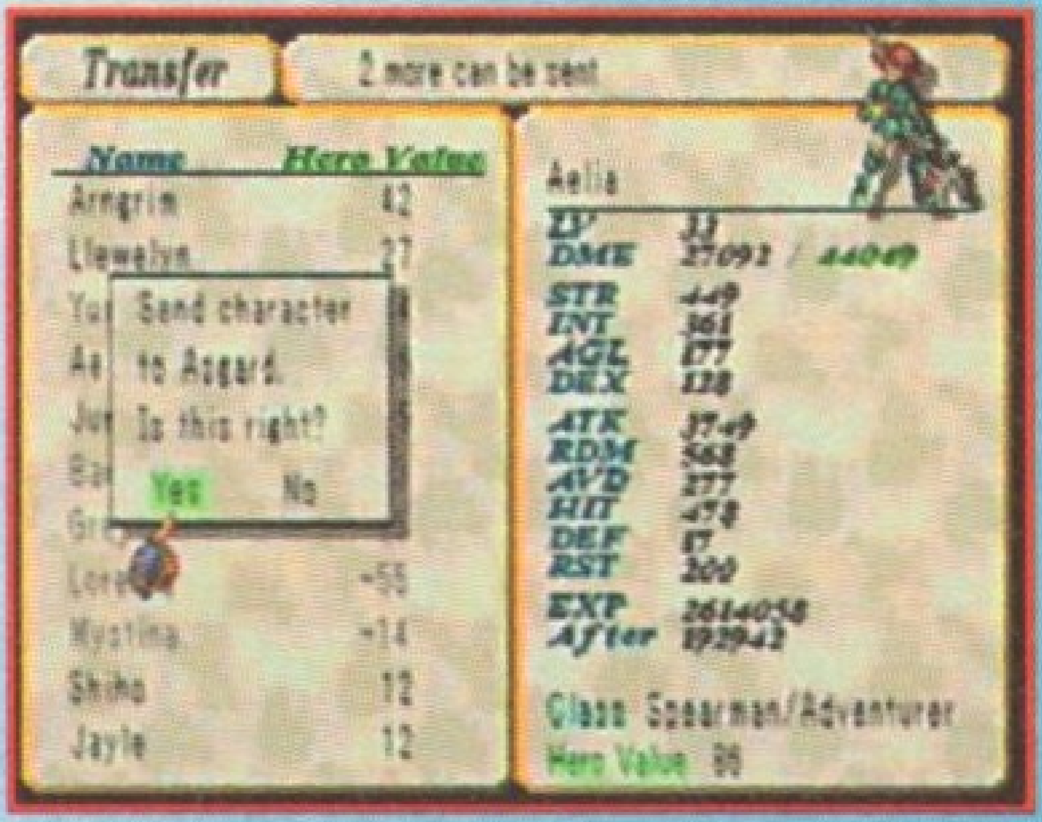
Practice: Practice fighting actual battle. Characters will not experience Status Abnormalities or receive damage, so learn how to use combination attacks using this option.

Ability: Set up attacks in battle. There are Normal Attacks (see Page 28), Counter Attacks (see Page 29), and Special Attacks (see Page 30). The order of Normal Attacks and the type of Counter Attack used may be changed, but Special Attacks cannot. Change the order of Normal Attacks by moving the cursor to Normal Attack and pressing the ⊗ button. (You cannot fully customize Normal Attack order.) Change the Counter Attack by moving the cursor to Counter Attack and selecting an attack from the list of Normal Attacks. The maximum number of Normal Attacks per turn changes depending upon the equipped weapon.

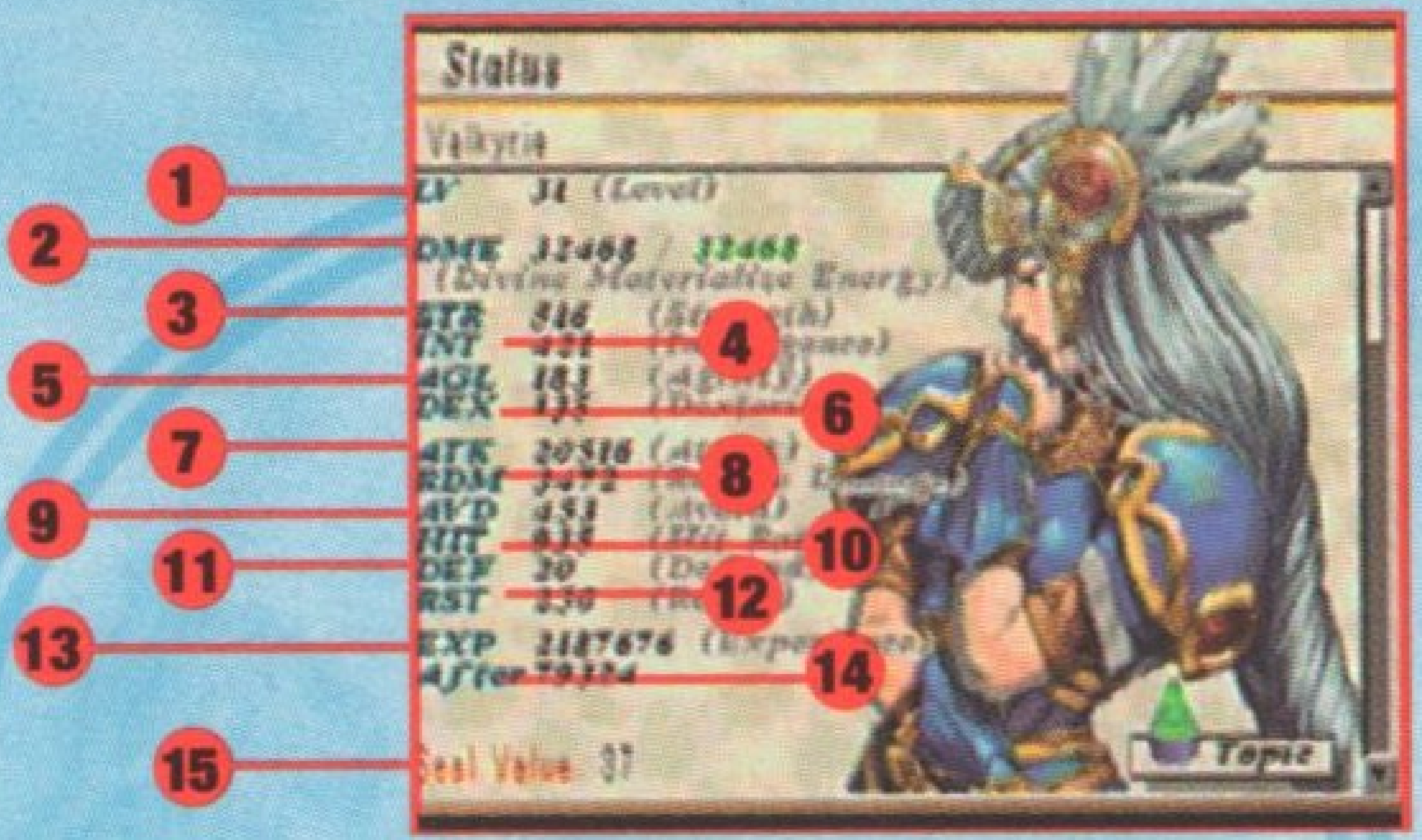
Camp Menu Cont.

Equipment: Equip weapons, Defensive Equipment, or Decoration/Possession. Select Change in the Equipment menu, choose the type of equipment, and select the item to equip. Press the START button while selecting weapons or Defensive Equipment to bring up the Sort Menu. On this menu, the player can change how equipment is listed, by Attack Power/Defense Ability Order, Attack/Defense Reliability Order, Hit Reliability Order, Newest Weapons/Equipment First, or Alphabetical Order. In order to remove an equipped item, select Remove on the Equipment menu, and choose the item to remove. If the Best option is selected, items will be equipped automatically based on their capacity. After selecting a character to equip, choose Attack/Defense Priority or Reliability. A character may not be able to attack unless items are equipped.

Transfer: Send Einherjar to Valhalla (only on World Map). Select a character with positive Hero Value (characters with negative value may not be transferred), and press the ⊗ button. Select "Yes" and press the ⊗ button to execute. Press the directional button LEFT/RIGHT while choosing a character to display status, current equipment, and Skills.



Voice from Valhalla by Freya
"Einherjar with low Hero Values will not be worthy in the Sacred War."
It is doubtful that an Einherjar with a low Hero Value will have an active role in the Sacred War. They will be considered a nuisance, or they may be killed in battle. I will periodically tell you what kind of Einherjar Lord Odin requires, so transfer the Einherjar that best fit his needs.



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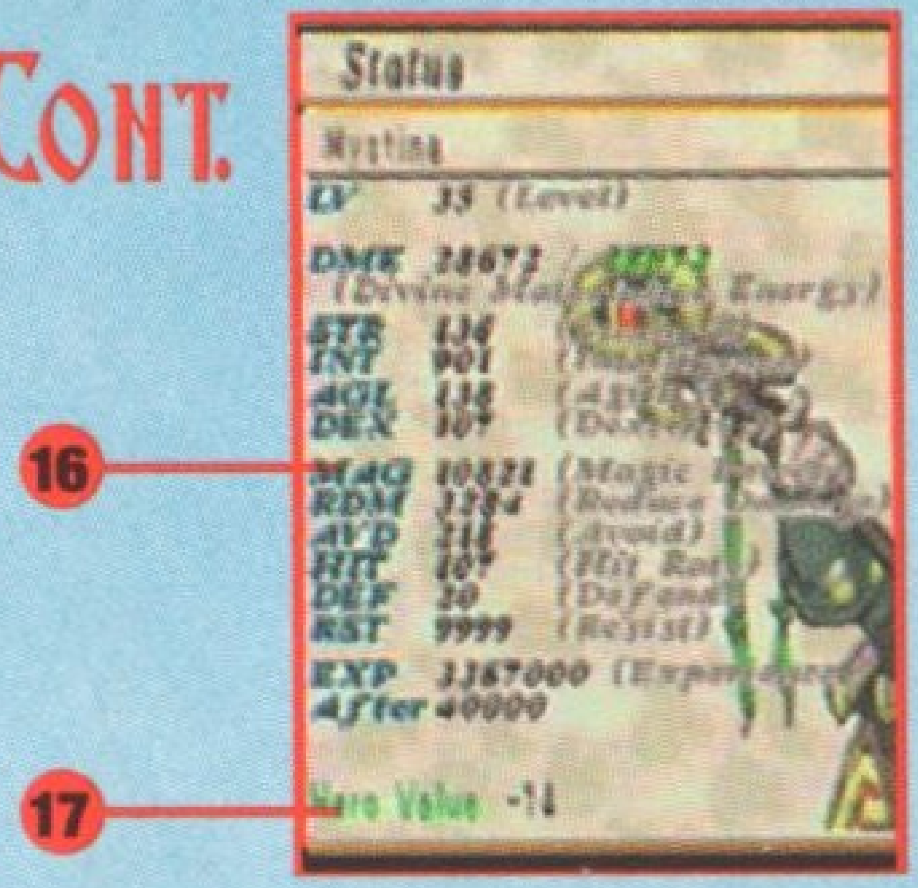


Status: Confirm characters' status. Press the directional button UP/DOWN to move between screens and LEFT/RIGHT to switch characters. Press the △ button to view the profile of each character. The meaning of each status attribute is explained below:

1. LV :
   Character's level
2. DME (Divine Material Energy):
   Character's "hit points." Characters will not be able to move when this value becomes 0.
3. STR:
   Character's strength. This affects physical attack power.
4. INT:
   Character's intelligence. This affects magical power.
5. AGL:
   Character's agility. This affects ability to evade enemy attacks.
6. DEX:
   Character's dexterity. This affects the character's attack accuracy.
7. ATK:
   Attack power (non-magic users only). This affects the amount of damage a character's attack deals.
8. RDM:
   Reduce damage. This affects the amount of damage incurred by an enemy's attack.
9. AVD:
   Avoidance rate. This affects a character's chances of avoiding an enemy's attacks.
10. HIT:
    Hit Rate. This affects attack accuracy.
11. DEF:
    Defense power. This affects the strength of the character's defense.
12. RST:
    Resistance. This affects defense power against enemy magic attacks.
13. EXP:
    Experience. You gain Experience by winning battles, and characters level up when certain levels of Experience are reached.

Camp Menu Cont.

14 After:
Experience necessary to level up.

15 Seal Value:
Special parameter for Valkyrie. This value changes depending on the decisions you make.

16 MAG:
Magic Power (only for magic users). This affects the strength of magic attacks.

17 Hero Value:
A value that describes how heroic a character is. This is determined by development of character's traits (see Page 20). Characters with negative Hero Values may not be transferred to Valhalla.

18 Class: Character's class. Attack methods and items that can be equipped will change depending on the character's class.

19 Race:
Character's race.

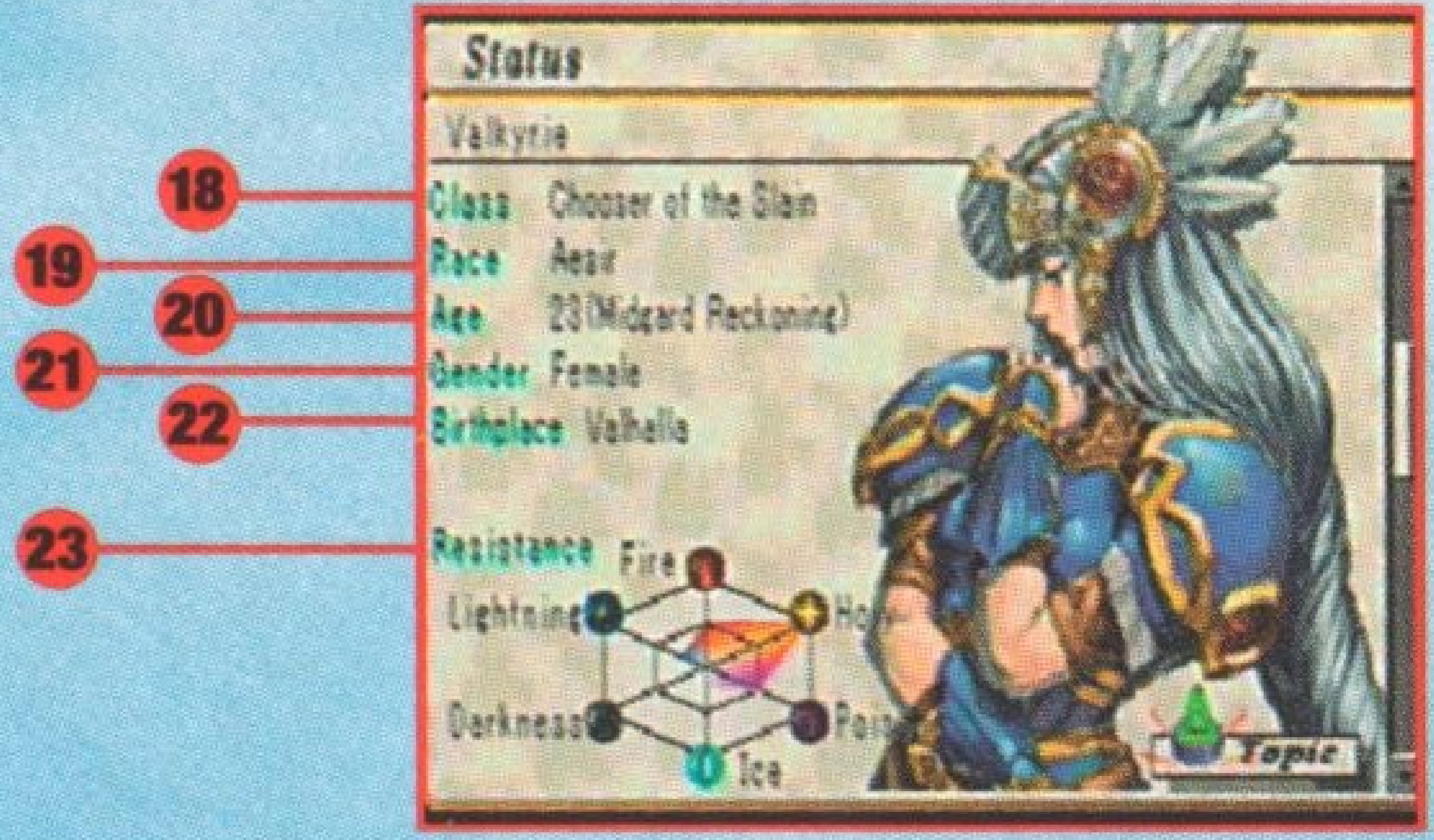
20 Age:
Character's age (Immortal characters' ages are calculated as if they were mortal).

21 Gender:
Character's gender.

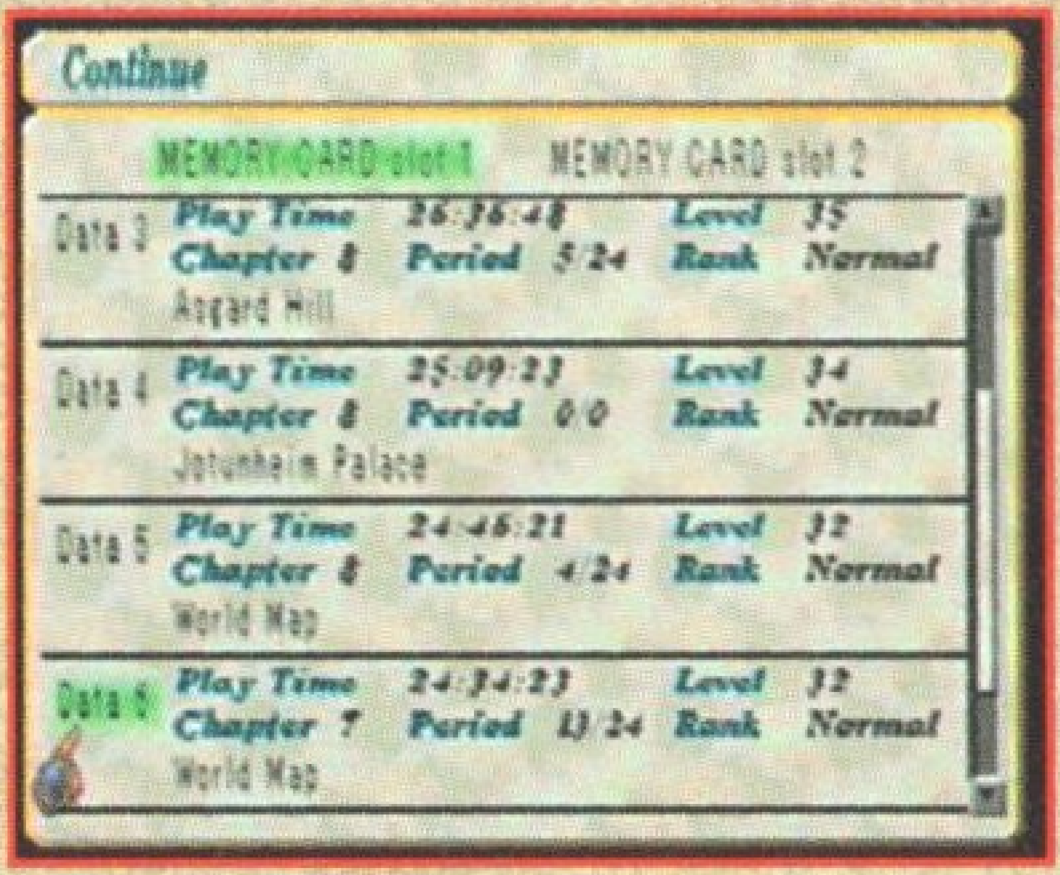
22 Birthplace:
Character's birthplace.

23 Resistance:
Resistance against 6 different magical attributes ("Fire", "Holy", "Poison", "Ice", "Darkness", and "Lightning"). The farther the tip of the graph is from the center, the better the resistance against that magical attribute. There are weapons and defensive equipment that have these attributes, and the character's resistance against that attribute may improve by equipping such items. When one attribute's resistance is improved, the opposing attribute's resistance will depreciate.

Config: Configure the game environment, such as message speed, button configuration, and Vibration Function. Options and controls are the same as in "Configuration" in the start-up menu (see Page 9).



Camp Menu Cont.



Data: Save or Load game data. Insert a MEMORY CARD in either MEMORY CARD slot 1 or 2. Select "Save" or "Load", and press the ⊗ button to execute.

Save: Save a game's data onto a MEMORY CARD. Select a MEMORY CARD slot with a MEMORY CARD in it, and the file where the data should be saved. If you are erasing previously saved data, select "Yes" and press the ⊗ button to overwrite. Game data may be saved at a Memory Camp (see Page 17) or on the World Map.

Load: Load previously saved data. Like "Save" above, select the MEMORY CARD slot and the file to be loaded. Select "Yes" and press the ⊗ button to execute.

Rest to Restore DME and Heal Status Abnormalities:

Press START button in the Camp Menu to display the screen below. You can spend Periods in this menu to rest, restoring DME and healing Status abnormalities (see below). Press the directional button LEFT/RIGHT to assign the number of Periods to rest, and press the ⊗ button to execute. By spending Periods, time in Valhalla also progresses, so understand the situation in the Sacred War before resting.

1 Period	Completely heals DME of all characters
2 Periods	Completely heals DME and Status Abnormalities of all characters
3 Periods	Completely heals DME and Status Abnormalities of all characters, revives fallen characters

Battle System

One of the most unique features of this game is the Battle System. Turn-based real-time battle makes for exciting game play.

Battle Filled with Elements of Action

Multiple characters will attack in real-time to create combination attacks. There are a variety of ways to attack, depending on how you control your characters.

Enter a Battle by Encountering Enemies

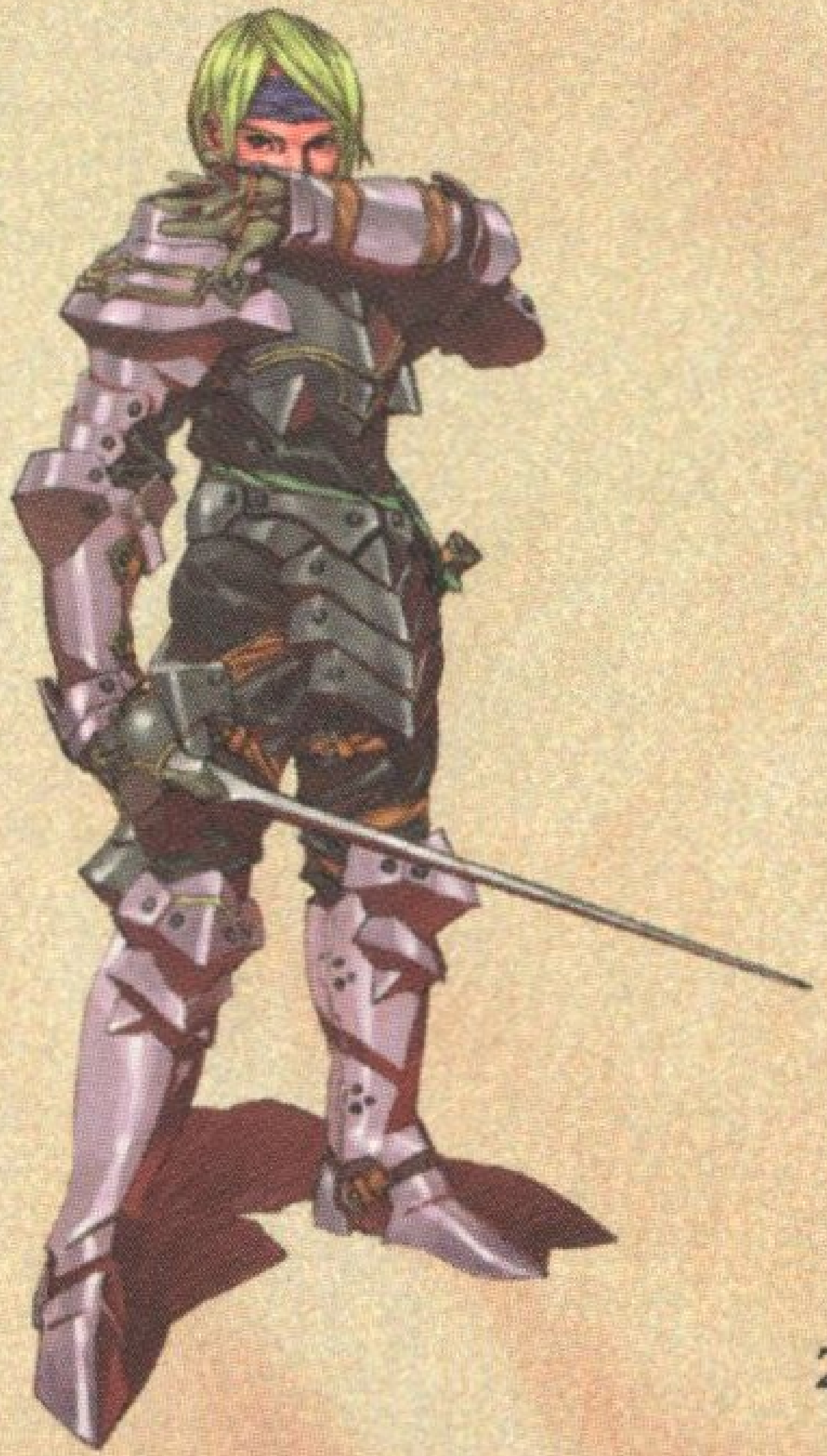
Touch an enemy within a dungeon to enter battle. Slash an enemy with the sword to enter battle and have the first attack. If Valkyrie just touches an enemy to enter battle, whoever will attack first is random. If the enemy is slow, this is not a concern; however, you should be careful around monsters that chase after Valkyrie. One option is to freeze the enemy to avoid battles.

Slash: You will have the first attack.
Touch: The first attack will be decided at random.

Voice from Valhalla by Freya

"Avoid enemy contact from behind."

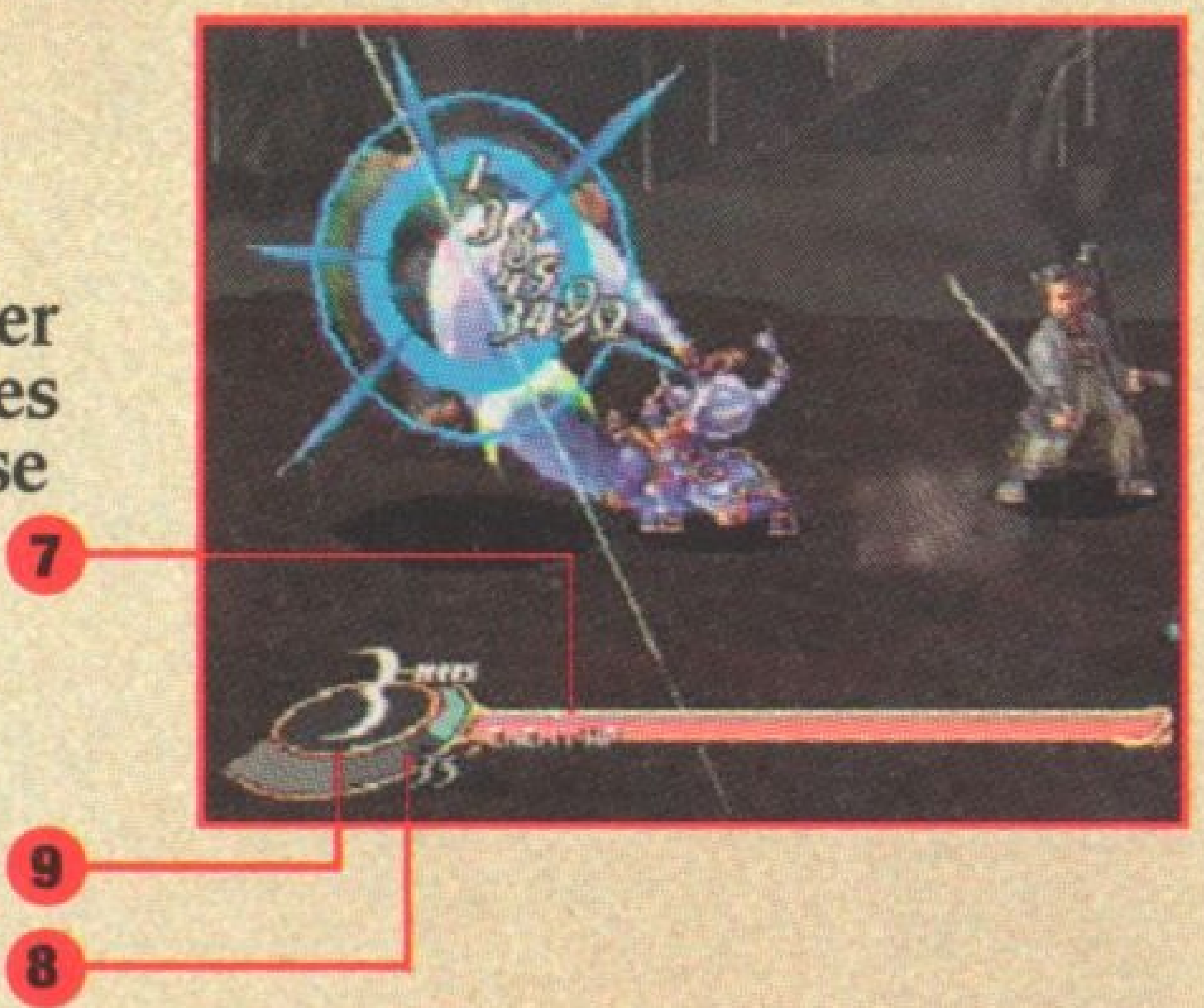
If a monster touches your back, the monsters will have the first attack. If the monsters are stronger than you, the situation will worsen rather quickly. Avoid being snuck up on if possible.



Battle System Cont.

How to view the Battle Screen
The contents of the Screen will change before and during the battle. It is essential to understand what the Screen shows to fight effectively.

1. **The name and HP of the currently selected enemy**
2. **Current Turn**
3. **The number of times a character can attack in one turn.**
4. **Name of the Character**
5. **DME Gauge: The gauge decreases after each turn, and only characters with a CT of 0 can use magic and Special Attacks (the gauge increases when magic or Special Attacks are used). The gauge is 0 when a battle starts.**
6. **Charge Turn (CT): This value increases when a character casts a magic spell or uses Special Attacks. It decreases each turn. Characters may not cast magic spells or use Special Attacks while this value is greater than 0.**
7. **HP of the currently selected enemy.**
8. **Special Attack Gauge: When this gauge is filled (value is 100), Special Attacks may be performed (see Page 30).**
9. **The number of successful hits in current turn.**



Press the buttons corresponding to the characters to attack. Press the button corresponding to the characters to activate their attacks (see below). For instance, press the × button twice to activate two attacks by one character, or press the × button, ○ button, △ button, and □ button to activate simultaneous attacks by all four characters. The number of attacks performed in a turn is determined by the character's weapon, potentially up to three times per turn. When the remaining potential actions for all characters are reduced to 0, your turn is over.

Only characters with a blinking button icon may attack.
The correlations of buttons to party members is shown to the right.

Battle System Cont.

All attacks will be ineffective when the enemy guards successfully
When the enemy guards successfully ("Combo Guard" will be displayed), all attack attempts made by the player's party will be ineffective. In this case, you should pause and try another combination of attacks. An effective tactic is to toss the enemy into the air to prevent it from guarding.

Press the buttons at the right time to counter attack
When an enemy attempts to physically attack a character, a sword-shaped icon may randomly appear above the attacked character's head. When that happens, press the button of the corresponding character to activate a counter attack (only if the proper Skill has been learned).

Voice from Valhalla by Freya
"Timing and the order in which buttons are pressed are important to activate continuous attacks successfully."
Continuous attacks may not be successful if the player simply mashes buttons repeatedly. For instance, it does not make sense to slide-kick after tossing an enemy into the air. In that situation, the character should be sliding as the enemy falls to the floor. It is also important to consider the order in which attacks are activated. For the situation above, it makes sense to slide-kick first, then toss the enemy into the air.

Fill up the Special Attack Gauge to activate Special Attacks

If the Special Attack Gauge is filled by continuous attacks, the characters that participated in the attacks will be able to use Special Attacks. Press the corresponding button of the character using the Special Attack before the gauge on the bottom reaches the right end. The Special Attack Gauge will be filled even while Special Attacks are performed, and another Special Attack may be activated if the gauge gets filled up again. The CT gauge of a character using a Special Attack will increase by a certain amount. Only the characters whose corresponding buttons are blinking will be able to use Special Attack.

Use various commands to achieve success in battle.

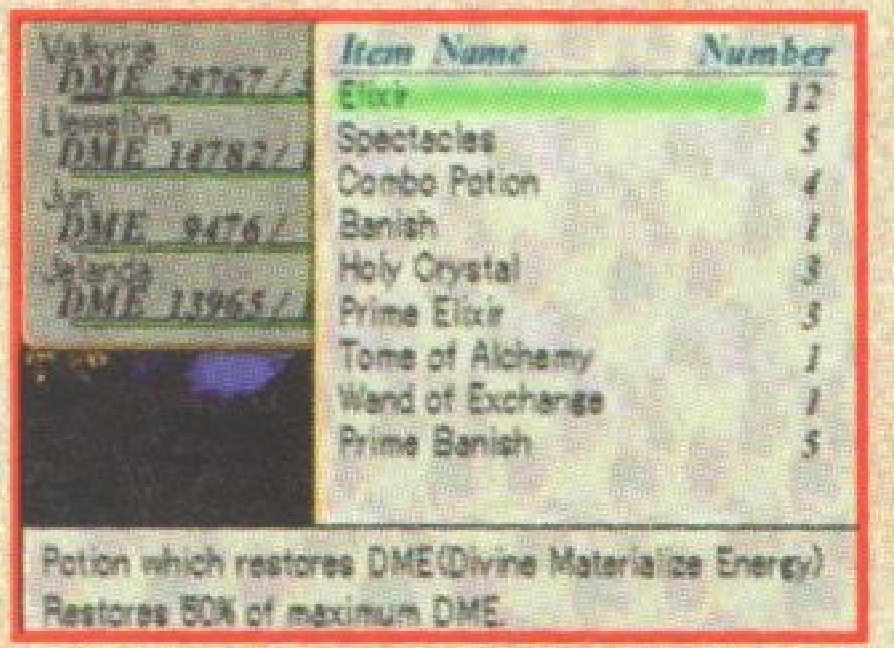
Press the SELECT button during your turn to access the command icons. There are six different commands, including change of equipment or formation, and use of items and magic. Use the directional button to select the command, and press the ✕ button to execute, or press the ◎ button to return to the Battle Screen.

❶ End Turn

End your turn, and start the enemy's turn. Use this option when the enemy guards attacks, or when characters' CT gauges are filled.

❷ Use Item

Use items such as Elixir. Select the character that will use the item, the item to be used, and the character the item will be used on. Character that use items cannot attack this turn.



Battle System Cont.

3 Equip: Change equipped weapon. Select the character to change weapons. Choose the new weapon, and select "Yes" to execute.

4 Magic: Use healing magic or set up attack magic. Select the character that will use magic, the spell to be cast, and the character or enemy who will be the spell's target. Characters can learn magic by using magic books.

5 Reorder: Change the characters' positions. Select the character that will change position, then select another character to replace him or her. You should place characters with lower DME or weaker defense ability in the rear, because characters there cannot be physically attacked (they are still affected by long-range attacks, such as magic).

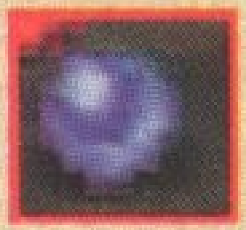
6 Flee: Flee from battle. This option should be used sparingly, since its success rate is only about 70%.

Battle System Cont.

Obtain various gems with repeated attacks

When characters attack monsters successfully, the monsters may drop various gems, as shown below. One effective technique is to prolong the lives of monsters and attack repeatedly, so the characters can obtain Magic Crystals for more Experience. Treasure Chests may appear when an enemy is attacked while in the air, so it's a good idea to attack with a move that will hurl enemies into the air. If the party escapes from the battle, the gems collected during that battle are left behind.

Magic Crystals
Provides additional Experience at the end of a battle.



Purple Gem
Reduces a character's CT Gauge by 1.

Treasure Chest
The contents of Treasure Chests will be gained after battle.

Experience is earned after a battle

The battle will end when the party defeats all enemies, and the characters will earn Experience. After a battle, the total earned Experience and the contents of any Treasure Chests will be displayed.

Voice from Valhalla by Freya
"Revive Valkyrie as soon as possible."
When Valkyrie is knocked out (DME is reduced to 0) in battle, a countdown will start. If you don't revive Valkyrie before the countdown hits 0, the entire party will be killed and forced to return to the World Map, with only Valkyrie's DME restored to 1. It sounds better than total annihilation, but it will be difficult to deal with after advancing deep into a dungeon.

Credits

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	Yoshiaki Inagaki
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Executive Producers	Yukinobu Chida
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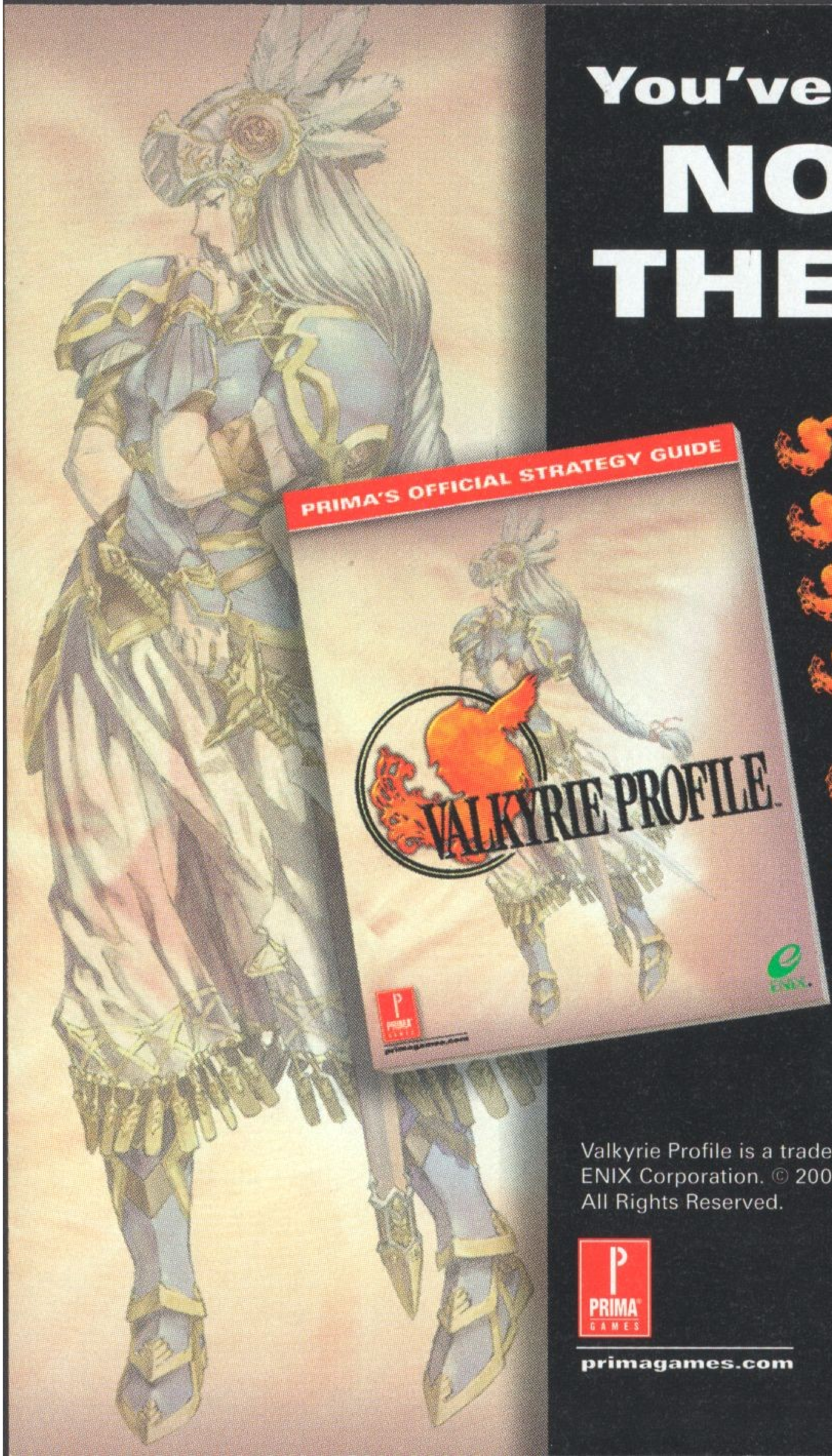
President	Yasuhiro Fukushima
Special thanks to:	Jeremy Blaustein (IMAGIC), Haruhiko Inaba (IMAGIC), TAJ Productions



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- Defeating every boss
- Sending the best warriors to Valhalla
- Recruiting all of the Einherjar

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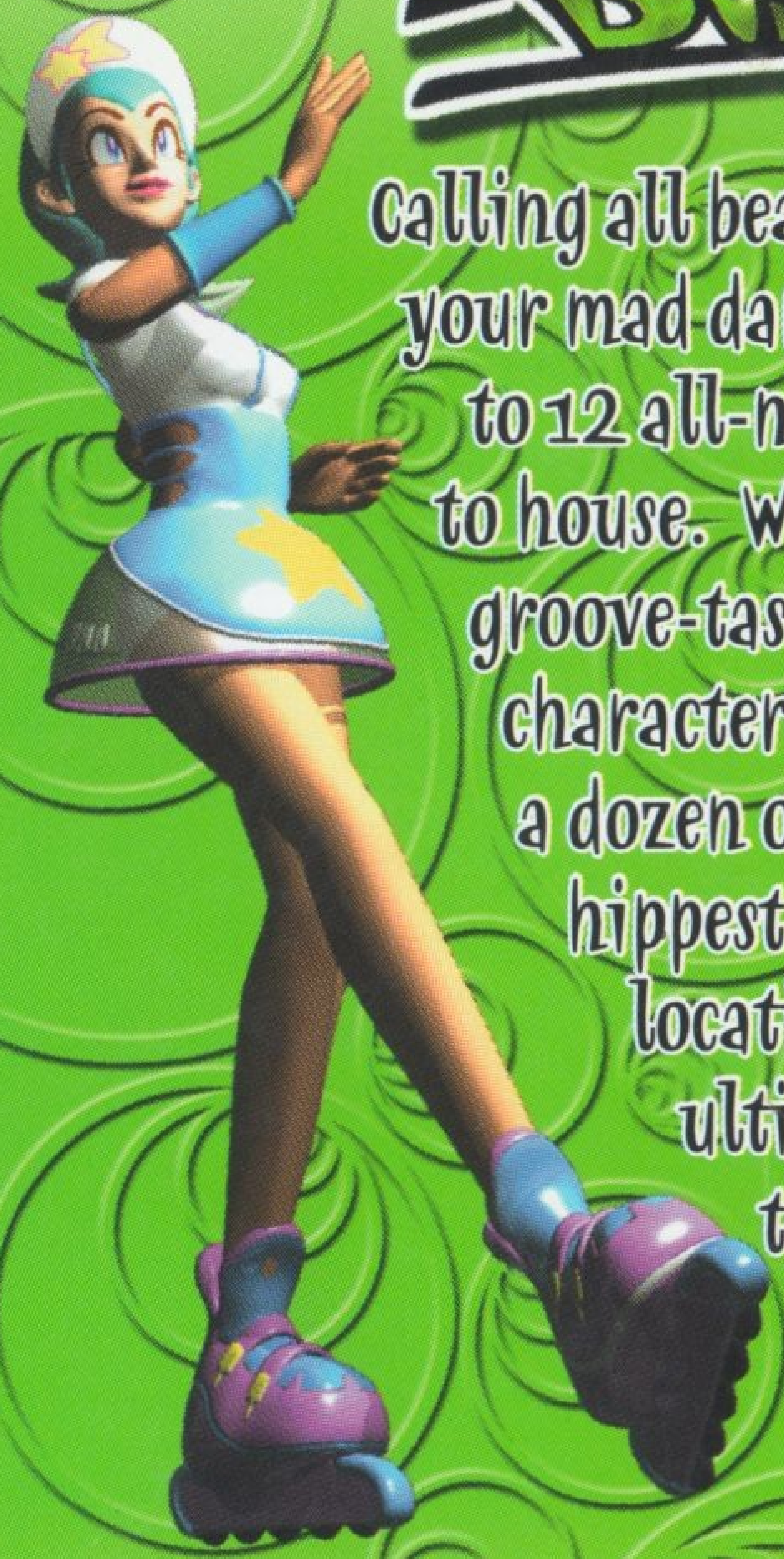
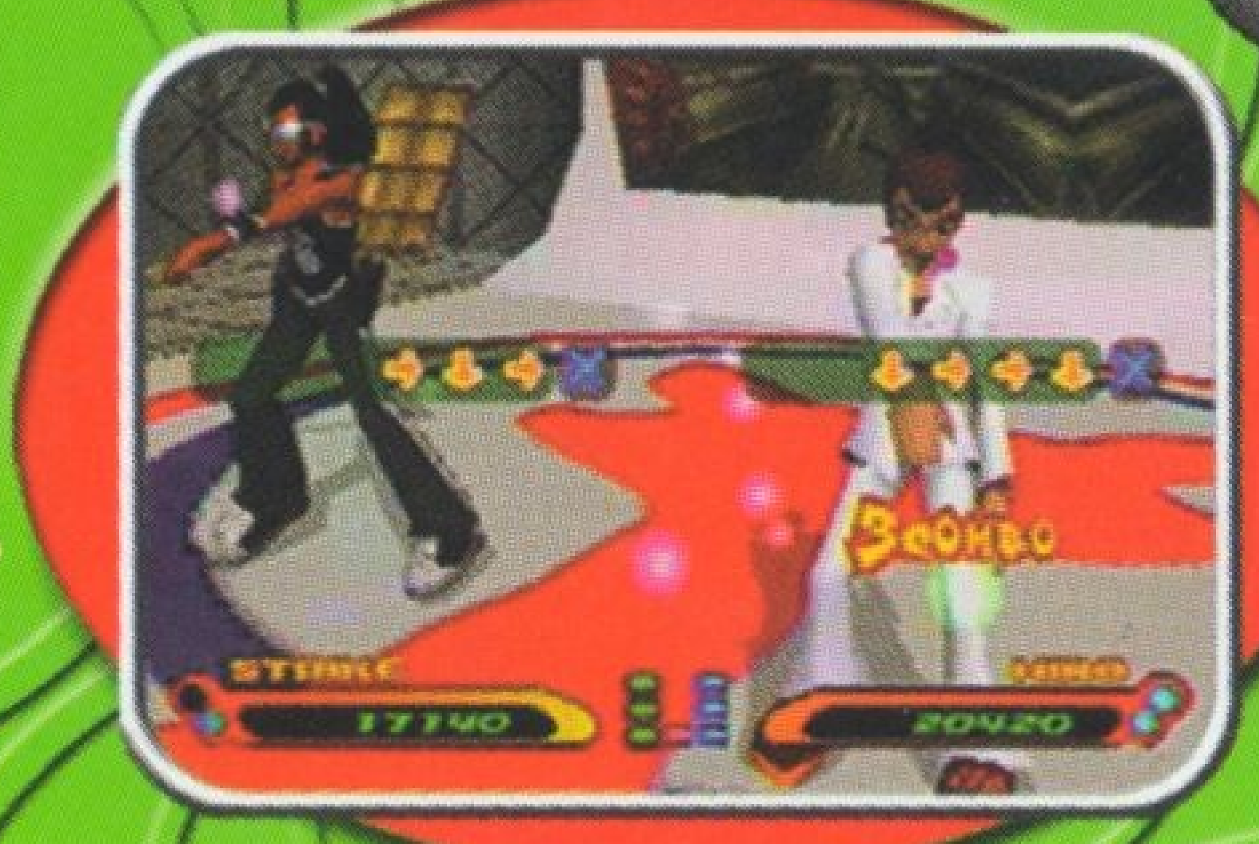
Bust-A-Groove 2®



Calling all beat masters. Show off your mad dancing skills as you jam to 12 all-new tunes, from hip hop to house. With 18 groove-tastic characters and a dozen of the hippest shake-it locations, it's the ultimate sequel to the hit Bust-A-Groove.



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